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Milestone 2

I’m submitting this milestone very late. I fell very far behind on this project and am catching up now. I have created and edited all the sounds for the game except for the main menu theme and the in-game music. All effects, ambience, SFX, and the game over theme are present. I have imported all the created effects into FMOD and have made timelines for them to be played properly. All created sounds have been trimmed and effects added onto them to make them sound better in the game world. In the coming 2 days I will implement all these sounds into the unity game and start creating the music for the menu and game state.