Milestone 2

Kyler McQuillan

# Major Updates Include:

* Reaper project created
* Asset list rehauled and updated
* Asset scrounging on Freesound
* Unity project added to project repository
* FMOD project created through Unity directory
* FMOD project added to project repository
* Tester sounds added into FMOD to test linkage through Unity
* FMOD files incorporated to Unity

# Progress Details:

**Reaper**

* Most starter sound assets have been found and added into reaper
* Sources text file inside of same directory stores links to all sounds
* Color coding and organization by sound type
* Minimal sound work done; will be focused on for next milestone

**Unity**

* Game project imported from asset store (cat run game recommended)
* Sound assets looked through
* After creating asset list, Unity project was added to repository with gitignore linked
* FMOD integration implemented
* Code skimmed through to plan event-based sounds through FMOD
* No sound sources work in Unity yet through FMOD.
  + There is a bug of sorts that I have not figured out yet.
  + Tried setup for Unity based buttons as we did in a previous assignment, but they do not trigger any sounds.
  + I can test the sound through Unity however so FMOD is correctly set up.

**FMOD**

* Testing events set up and assigned to banks
* Sample/base sounds added into project

**Assets**

* Huge asset list overhaul
* State and Notes columns added
* Descriptions filled out for all sounds that aren’t a later priority
* State field filled out for all sounds (most if not all are mainly in reaper production)