Milestone 3

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Most of this week’s work was done in Reaper and FMOD. There was not nearly as much time available as there was last week due to final project submissions in other classes. Since this was not a “final” submission, it did not take as much priority.

# Progress Details:

**Reaper**

* Sound production has been worked on
* Over half of the resources have been exported to FMOD

**Unity**

* FMOD is integrated with Unity, but there has been no luck getting the audio to be audible
* Due to issues and time constraints, Unity was put off for this milestone so sound files could be worked on heavily.

**FMOD**

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

**Assets**

* Asset list status column has been updated
* A lot of sounds have transitioned from “reaper” to “FMOD”

# Next Milestone:

Since sound work is well on its way, there will only be one big task remaining soon, and that is to link all the sounds into Unity. There has not been much work done in terms of Unity production, but I think since most of the sound work is done, focusing entirely on Unity alone will make the work a lot easier.