Milestone 4

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Most of this week’s work was done in Unity and FMOD. The time between the extension on last week’s milestone on top of other project presses did not allow the most optimal amount of time for work to get accomplished, but some very important work was done. The build included in the zipped folder is not functional gameplaywise, so please test the game from inside of Unity.

# Progress Details:

**Reaper**

* Slight tweaks and a few more sound files created

**Unity**

* FMOD is now linked correctly to Unity so that audio is working (this took a long time to figure out, but I believe it was either due to not having an update, or because the audio output sources were different on FMOD and Unity at first.
* All UI buttons are linked to have audio (except start since that file is not ready yet).
* Start Countdown is linked as well for audio.
* Rat and Dog have roaming audio but need to figure out how to activate based on distance to player as it triggers when the object is spawned currently.

**FMOD**

* Switched audio source type to stereo to try and fix Unity issue
* Created a few more sounds to be played in Unity
* Tweaked start countdown.

**Assets**

* Asset list status column has been updated to include “unity integration”
* Color coding system implemented for asset list. (worst to best progress goes as red-orange-yellow-blue-green)
* A lot of sounds have transitioned from “FMOD” to “Unity Integration”

# Next Milestone:

Most important sound files are now completed, and with Unity audio now finally working, the focus will be to get the code portion done for audio. All the sounds that can be linked through the inspector have been, so the real goal is to get most if not all of the coded sounds working properly.