Milestone 5

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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**

* Continued work and some new exports

**Unity**

* Almost all FMOD events properly handled through Unity.
* Code adjusted in areas to play event when proper.
* Need to work on distance audio for rat and dog roaming.
* All obstacle sounds are in place.
* All unity driven audio turned off through settings.

**FMOD**

* More sounds integrated into the project.
* Even though some sources don’t have anything in them, they are already properly linked up through Unity. After adding the sound(s) in, it will be all set.
  + This was tested with sample sounds.

**Assets**

* “unity integration” is now its own column as it is slightly different than the production process of the sounds.
* Color coding system implemented for said column.
* A few sounds have been greyed out because they are no longer in scope.

# Next Milestone:

All the FMOD events are linked properly into Unity except for maybe 1 or 2. They are a bit harder to find in the mega load of assets provided with the sample project. Most of the last week will be either spent getting the last of the files fixed up from reaper and into FMOD where the rest of the setup is already implemented (Unity triggers for FMOD). The project is very close to being done.