Kyle Weekley Apr. 8, 2021

**Project Status:**

Public Repository Link: <https://github.com/zapkanon/Node>

Since Milestone 1 I’ve edited five sounds in Reaper, integrated FMOD with Unity, and created functioning events for each of the sounds in Node. These sounds are:

**(Event Name): (How to perform)**

* Block\_Remove: Left-click a block on the grid to pick it up.
* Block\_Place: Left-click on an empty grid space while a block is picked up.
* Block\_Rotate: Right click while hovering over a placed block or while a block is picked up.
* Action\_Select: Activate an action orb by creating a working path of blocks from the bottom of the grid to the top. Energy will enter the orb and cause it to light up. At this point, left-click the action orb to select it.
* Action\_Deselect: Right click anywhere on the screen while an action is selected.

Regarding my asset list, I’ve reclassified some sounds as Interface sounds, added notes and status columns, removed a line about music being a stretch goal (as music will be replacing my ambience requirement), and moved the asset list file to the correct folder.

My Reaper project is also included in the audio folder.

Thank you for the extra time this week! I plan to have many more sounds made and implemented by the time of my Milestone 3 meeting now that I’ve come to understand the entire workflow.