Kyle Weekley Apr. 8, 2021

**Project Status:**

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

Since Milestone 3, almost all of the remaining sound items from the asset list have been added to the game. These include player and enemy attack sounds, enemy and player defeat sounds, a charging loop after selecting an action orb, and more.

A handful of sounds are still unable to be heard in-game despite being created and implemented as events. The specific reasons for each of these are listed in the Notes section of the asset list. Some of these cases require programming work on the game itself that I am prepared to complete by next milestone.