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

**Responses to Feedback on Milestone 4 and Resulting Changes:**

* For Action\_Waiting, I’m willing to make changes to the sound, but I wondered if a visual indicator would also help to communicate the sound’s purpose. I’ve added a pulsing animation to the sprite of an action hub when it’s selected and Action\_Waiting starts to play. Additionally, Action\_Waiting now waits for Action\_Selected to end before beginning its loop.
* Player\_TakeDamage was and is disabled in the build, so it makes sense that it was hard to hear! As I mentioned in the AssetList notes, Player\_TakeDamage would play at the same time as Enemy\_Attack and overlap. I felt that the attack sound worked better out of the two, so I left that one enabled and removed Player\_TakeDamage.
* I still need to work on mixing, but I agree entirely with “there’s so much other sounds already”, so I made an effort to reduce audio clutter for this milestone. I’ve removed the Pulse\_Spawn track from the battle music, as it was adding a constant beeping that wasn’t very helpful to the player. I also reduced the duration of the player’s fire, electric, ice, and heal sounds by half, so they won’t linger as long after their attacks have been performed.

**Other Changes:**

* Ice and Electric blocks have been added to the game, so their respective attack sounds can now be heard.
* A short Battle\_Start sound has been added before the battle music loop begins, and the battle itself doesn’t start until this sound finishes playing. The player can still move blocks around, though.
* I’ve also added tooltips when hovering over important objects, which I know isn’t audio related, but I think it’s neat!