

Task 4 Evaluation Luke Parnis

When we were coming up for ideas for the game we all had ideas while thinking on how to create an AI because since we merged this assignment with another assignment from another subject we had to have an AI. The concept of the game is this robot that is trying to escape this factory by building a rocket with parts he finds around the factory but he has to try and take these parts before the AI enemy robot catches him. When we were splitting the roles I chose to take for the music in the game I first had to look for something that went well in the game after trying many things I then finally found music from an old game called Bugs bunny Lost in Time from the PlayStation 1. The two songs I chose one was for chase and the other for calm area. The rest of the group liked the music and so we decided to put in the game.

Since I was taking care of the music and sounds I had to code in an audio manager that took care of everything and made sure the game plays the music. In the Audio Manger then I first created two functions that play sounds when called and too stop sound when called .The scripts I created where then joined with Daniel's scripts to make them activate with certain commands in the game.

We then found problem that we needed to create a Fade in and Fade out function for when the music changes because at that stage it was just stopping instantly and didn't sound good. So in the new function we made it so it lowering the volume when you change places in the game so there was a little bit of break between the two songs so they fade each other without messing with each other.