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IGME671.01 Interactive Game and Audio – Final Project Milestone 2

**Current status:**In complete transparency, my mental health and as a result my physical health have both sharply declined within the last week. Progress on this project is not the only assignment that has suffered from this and I am working to pick up the pieces. I’m not happy with how I’ve fallen behind, and I’m concerned about the very real chance I am consistently behind for the remainder of the project. However, I still have every intention of completing each milestone on time. I’m going to make an effort and do my best with my current situation.  
  
**The Game:**The FMOD package is imported and should be correctly referencing the project file path. ~~Unfortunately as of time of writing no events are triggerable, I just need to set up the fmod components on the prefabs and add the proper lines to the scripts.~~ LandOnEnemy successfully triggers. I feel more confident in the workflow now, and although I’m behind it seems very attainable that I can catch up for the next milestone and have a working asset for every event.  
  
**FMOD:**As I finish the asset work in Reaper I will move over more sounds to FMOD, for now there’s only one filled event I’m using to make sure the Unity integration is functioning, LandOnEnemy.

**GITHUB URL:** [**https://github.com/acm7552/igme671-Project-Final**](https://github.com/acm7552/igme671-Project-Final)