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IGME671.01 Interactive Game and Audio – Final Project Milestone 4

**Current status:**  
All base game sounds, with the exception of the music, have been replaced. From here it will be improving the sounds with FMOD’s groups and buses, iterating over sounds that need improvement (the landing sound comes to mind), implementing the necessary third sound category and make use of at least one parameter.

**For Milestone 5:**  
-Mixing/Mastering  
-Parameterized sounds based on 3 hit system.  
-Ambience or Music, either of which will most likely also incorporate parameterized change  
-Expand on sound complexity (ie scatterer instruments)  
-Make landing sound less lame

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