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IGME671.01 Interactive Game and Audio – Final Project Milestone 5

**Current status:**  
Pointers from Milestone 4 have been implemented, as well as a simple but repetitive music track that utilizes a straightforward health parameter. A lot of time was spent on getting the scripts to recognize the components’ parameters as well as the parameters in the game recognizing the parameters in FMOD. There is still mproving the sound mixing with FMOD’s groups and buses, and always should be iterating over sounds that still need improvement.

**For Final submission:**  
-Mixing/Mastering  
-Parameterizing more sounds  
-Spice up music, either with more tracks or more sound complexity  
-Expand on sound complexity (ie scatterer instruments)

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