## Research Collaboration Diary

Detailing the events and thoughts from the development of the project.

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| Date | List of Events | Feelings from Events |
| 22/06/21 | * Discussion of initial ideas/inspirations/personal goals. * Created Moodboards based on themes of uncanny/surrealism, blood/gore, settings, monsters |  |
| 01-02/07/21 | * [Anthony] Attended Anastasia Devana HearXR workshop about spatialized audio in Unity * Purchased and implemented environment art assets to the project * Implemented Google Resonance to Unity for Spatialization * Acquired Oculus Quest 2 | [Anthony] Anastasias workshop was the perfect content, hosted at the perfect time by the perfect person. Although the workshop led to delays in some feastures that I intended to develop, I instead learnt a lot about spatialization and audio in game engines, stuff that could have taken 5x longer for me to learn on my own. I also got my hands on some better VR hardware which makes the development easier as I have more performance head room. |
| 03/07/21 | * Have explored VR and created mindmaps + plans of story and timeline. * [Harri] began creating pieces of music * Compiling list of sound fx |  |
| 05/07/21 | * Recorded some ambient sounds and loose object sounds * Downloading wwise to begin learning how to use |  |
| 09/07/21 | * More sounds recorded * Another piece of music created. * Collecting references from previous projects. |  |
| 13/07/2021 | * Met to discuss middleware, settled on FMOD * Added sounds and integrated FMOD with Resonance Audio Spatialisation * Added various sounds to the prototype scene | [Anthony] We decided to use FMOD due to use both being more familiar with it. I think me and Harri are beginning to understand what we will realistically be able to create before the deadline, meaning decisions like using FMOD are taken to make the most of the time we have. Its great working with Harri with the audio side of things as I am already starting to learn a lot. I think FMOD has joined my personal suite of tools |
| 22/08/21 | * Planned out game progression together. Created ideas around uncanny/surreal visuals. * [Harri] Sounds implemented into FMOD project. Several pieces of music made. | Fantastic! |