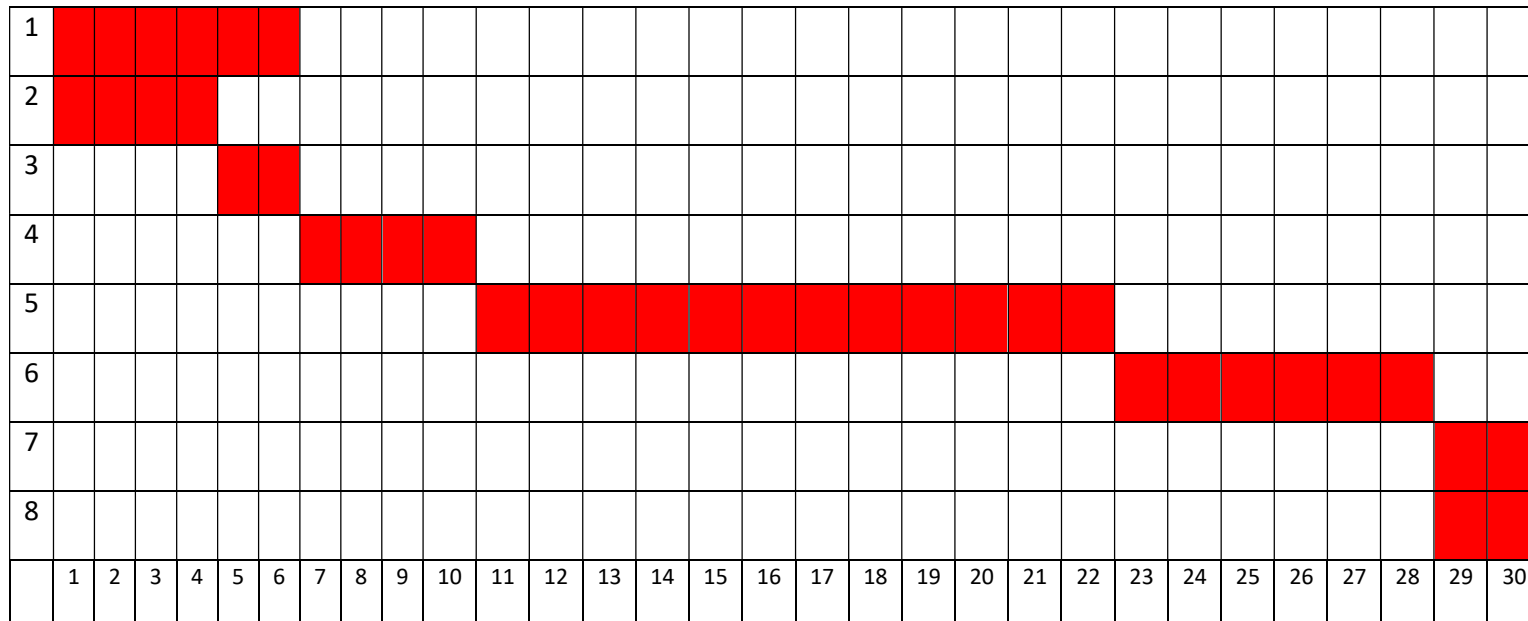


Work items

Task	Duration (Hours)	Predecessor Task(s)
1. Requirements Collection	6	-
2. Database Construction	4	-
3. Audio Collection/Creation	2	2
4. Sound Dictionary Implementation	4	3,1
5. Add Sound Playing Functions	12	4
6. Test, Debug and Clean Up Code	6	5
7. Add user documentation	2	6
8. Installation	2	6

Gantt timeline



Estimates

1. The first task is to figure out what existing Unity audio tools there are. I will collaborate with teammates and figure out what effects and background sounds we will need.

Time: ~ 6 Hours

2. The second task is to implement an assets folder with the correct syntax for unity. Audio files will be named using meaningful, simple names.

Time: ~4 Hours

3. Since we will have multiple sound effects and background tracks it will be important to have sounds that work together and fit the games aesthetic. Audio files will most likely be a combination of online downloads as well as sounds made "inhouse".

Time: ~2 Hours

4. To keep the sounds organized and easy to reference a sound dictionary will be implemented, like macros. This should keep the code cleaner and easier to read as well as making everything easy to reference for the rest of the team.

Time: ~4 Hours

5. After adding the sounds, code will be written to play the sounds back to the player. These functions will follow our teams coding and naming standards so they are easier to reference. This will allow other libraries to call the functions when a sound needs to be played.

Time: ~12 Hours

6. Once the code is finished there will be a period of testing the code and cleaning it up. Any extra functions, variables, commented out code or other leftovers will be deleted. Any bugs found will be addressed during this time.

Time: ~6 Hours

7. When the class is working at a satisfactory level documentation will be written to explain the code to anyone who might use it in the future.

Time: ~2 Hours

8. The final step in the process will be to install the program on multiple machines to make sure that it works. Since Unity natively supports multiple platforms this shouldn't pose many, if any, issues.

Time: ~2 Hours