Milestone 2: Documentation

For this milestone, I found audio assets to implement into each sound I detailed in the sound asset list, manipulated them to my liking in Reaper making some seamless and have effects, and made an FMOD studio file containing all of these sounds, for the most part, which are finished. Unless tweaking needs to be made, these sounds seem to suffice for now. I then imported the FMOD file into my game project and implemented these sounds using event emitters, and for footsteps specifically, wrote a script to do so. I only managed to cover the sounds and implement them for the first three levels, but this should show that I have an understanding of how to do so and will continue to do so for the other 3 levels I have not done.

At this current state, the sounds I detailed in my asset list have been found, and have been completed utilizing Reaper and FMOD. If tweaking is to be done to the sounds individually later, I will be able to do so to my liking. I implemented the majority of the sounds into my project in the scenes: “StartMenu”, “Credits”, and “Test Level” 1, 2, and 3. There are specific mechanics in the game that I will have to write scripts for in the future in order to implement the remaining sounds into the game (much like I had to for the footsteps), but for now I have implemented most of them. The remaining sounds I will have to import and utilize in Unity from my asset list are “button-activated”, “gate-close”, “gate-open” and “move-object”. I will continue to polish if I feel the need to for the other sounds accordingly. Feel free to test them and look them over! The sources for the audio files I used to create my output / audio assets are documented in documentation/media-sources.txt.