Milestone 3: Documentation

For milestone 3, I continued to build upon what I set out to do in milestone 2. I implemented the sounds into the remained 3 test levels, “Test Level” 4, 5, and 6. I then decided to make a new sound asset called “button-unactivated” as it felt unnatural that there was no sound to be played if the button were suddenly removed from activation either by moving the player off of a button or object off of a button. I implemented it using the old button activated sound but changed the sound via effects like ReaEQ / a pitch take, amongst other things to make it sound a lot deeper pitched as if being released. I then put it on FMOD per usual with the assets to be used in the Unity game. I also added another audio asset for background music, which was computer generated through Computoser.

I implemented the some of the other remaining sounds into the project, namely the “button-activated” and “move-object” sounds. I also sorted the sounds into folders in FMOD and removed the unity audio listeners on the camera in favor of the FMOD studio listener. I’m currently struggling to implement the “gate-close” and “gate-open” via scripts as I can’t make it run only once in the game loop based off a triggered Boolean. I also edited game mechanics to allow shift to double the speed of the players so I can implement parameterized footsteps. I’ve experimented with it, but haven’t gotten a working version of yet. As stated before, the sources for the audio files I used to create my output / audio assets are documented in documentation/media-sources.txt.