Milestone 5: Documentation

For milestone 5, based on your feedback, I fixed the aforementioned issues and added more to the project since milestone 4. These changes included:

* Fixing the footsteps bug that plays after a stage is finished
* Adding variance into the ambience background sounds (beach-waves). I added seagull sounds to the ongoing background ambience which was found and edited from a sound on freesound. I randomized elements of the sounds to include variety in the sound.
* I lessened the fatigue-inducing menu-sounds and altered them to be more-friendly for the ear by lowering pitch, sound, and removing parts of the waveform.
* I fixed the menu-clipping issue from the past milestone so volume settings were consistently showing.
* I added a unique collision sound for walls.
* I added a separated footstep sounds for the X crab and the Y crab respectively so they are different and play different sounds when each one individually moves.
* Regarding your feedback on Milestone 4**: “Footsteps: Looked in FMOD and now I'm not sure if you're using the param version in some places or not. Let me know.”** I used the parameterized footsteps in every single part of the game. I deleted the old “gravel-walk” to make it less confusing.
* I trimmed the button activate sounds so they don’t start with silence, and also shortened the tails. I also altered it, much like the menu sounds, to be less fatigue-inducing after being heard many times.
* I changed the level-complete sound to make it match more with the other sounds. This one utilizes a small trumpet piece that fades out that sounds more uplifting than the old lo-fi sounding synthetic.
* I balanced the new and old game sounds volume wise so they wouldn’t conflict with each other; most notably changing volume on footsteps as they were too loud in comparison to the background ambience sounds.
* This time I actually included a playable build, sorry about milestone 4! I thought you just wanted the entire build (which was the entire project zipped).