Current State of The Project, 4/3

After some struggle, I’ve imported FMOD into Unity. In the FMOD projects, I’ve created 2 banks for the 2 different parts of the audio I’ll be using FMOD for, the game music, which adjusts based on the level parameter, and the space ambience, with scatter instruments of various “spacy” sounds.   
  
In FMOD, I’ve added my old level music (which I’ll eventually make less bad), and added the Level parameter from 1-20 (I’ve played the game a lot and never got past 4, so I think that’s safe). The music pitches up as the game gets faster and more difficult. I added a spacy sound to the other FMOD bank. I added emitters to each of the three objects (the scene managers, since the all start playing when a Unity scene exists and stop when it ends), and tested, they all work so far.  
  
In my reaper project, I’ve begun making assets. The “Pew” sound is my friend Mo saying “pew” pitched up. I also now have explosion sounds for the big and small asteroids, which will also be used, much quieter and further away, as ambient sounds put in FMOD with scatter instruments.

I’ve recruited Nate Glod as Petrov, Ken Nepomuceno as John, and myself as Steve. I should have the voice lines to add in the next couple weeks.