For this milestone, I added code for the FMOD "Level" parameter in Unity. Enter and Skip (short diddies with ReaSynth), and woosh (one of the scattered ambient sounds, I recorded my desk fan and manipulated the pitch, volume, and reverb). I put sounds into a scatterer instrument in FMOD and built it into the "Game Over" scene in Unity. I got the dialogue from Nate and Ken and recorded my own audio (Tonor BM-700). I added compression and ReaFir to improve audio quality and then added a high and low pass filter on my own audio to give a "walkie talkie" effect on my voice.3