9/28/23

**Wwise_Update:**  Fixed *StopAll* by setting scope to 'Global' rather than 'Game Object'
**Unity_Script Edit:**  Altered *AudioController*, *SCR_DeadScene*, and *SCR_PauseMenu*, adding code to post the *StopAll* Wwise event to prevent doubling audio.

**Wwise_Update:**  Added debug event *StopAll* to stop all audio.

**Wwise_Update:**  Updated *MusicTest* with expanded demo music

**Unity_Script Edit:**  Added new *AudioController* script as a template for implementing overarching audio such as music and ambience.
**Unity_Project Edit:**  Created a *Player* Prefab and tied it to the player object in the *PrototypeAudioZoo* and *Prototype* scenes
**Unity_Project Edit:**  Created an *AudioController* Prefab – a simple game object with an *AudioController* script attached
**Unity_Scene Edit:**  Added AKBank Component to WwiseGlobal in *Prototype*

9/26/23

**Wwise_Event:**  Added sfx and event *SFX_playerShoot*, for the basic player shot
**Unity_Script Edit: SCR_Movement:**  Added comment for audio call code
**Unity_Script Edit: SCR_playerMovement:**  Added code to play *SFX_playerShoot* when the player shoots
**Unity_Scene Edit:**  Switched loaded bank from *TestBank* to *MainBank*

9/24/23

**Unity_Script Edit: SCR_Movement:**  Added code to play *TestEvent* during the *JumpTo* function.
**Unity_Scene Edit:**  Added AKBank Component to WwiseGlobal in *PrototypeAudioZoo*

9/21/23

**Prototype SFX and Basic Wwise project setup**

**Wwise_Event:**  Added a test sound effect to *TestEvent*, renamed to TestSFX
**Wwise_Event:**  Added a test event for a short music loop, TestMusic

9/17/23

Created Wwise project

**Wwise_Event:**  Added Test event (stop all) and Test SoundBank to project