10/15/23

**Unity\_Script Edit – *ThirdPersonController*:** Added Wwise event call to *TempTentacleAttack()* for new Wwise event

**Unity\_Script Edit – *SCR\_Bullet*:** Added Wwise event calls to *OnEnemyBulletTriggerEnter()* and *OnPlayerBulletTriggerEnter()* for new Wwise events

**Wwise\_Update:** Added audio and systems for the following events

**New Event – *SFX\_enemy\_takeDamage*** Plays sound for enemy taking damage

**New Event – *SFX\_player\_takeDamage*** Plays sound for player taking damage

**New Event – *SFX\_playerTentacleAttack*** Plays sound for swinging tentacle attack

10/12/23

**Wwise\_Update:** Added audio and systems for the following events:

**New Event – *SFX\_menuConfirm*** Plays sound for confirmation or entering a submenu

**New Event – *SFX\_menuCancel*** Plays sound for canceling or backing out of a submenu

**New Event – *SFX\_menuSelect*** Plays a simple sound for changing selection or mouseover

**New Event – *UTL\_setStatePaused*** Sets Wwise state to Paused

**New Event – *UTL\_setStateUnpaused*** Sets Wwise state to Unpaused

10/8/23

Notes: Charging sound implementation could use a delay before beginning audio playback. With the current system, this could be done in Wwise, though the SFX would desync with the timing of the charge, requiring a re-design of the WAV file. Charge timing needs to be solidified before the audio asset can be finalized; make this a playtesting priority.

**Unity\_Script Edit – *ThirdPersonController*:** Added code to *Update()* and *ChargeAttack()*, implementing calls to *SFX\_playerCharge* and *SFX\_playerChargeEnd* to correctly play audio.

Added *isCharging* variable to handle possible doubling of audio

**Wwise\_Update:** Added audio and systems for weapon charging sfx

**New Event – *SFX\_playerCharge*** Plays the weapon charge sequence container

**New Event – *SFX\_playerChargeEnd*** Stops the previous event’s audio with a small fade

10/1/23

**Wwise\_Update:** Added empty structures to Wwise project, actor-mixers, music playlists, audio/aux busses, states, RTPCs. Names and structures may change as project evolves.

**Unity\_Script Edit:** Updated *ThirdPersonController* script; Commented out sections of Unity audio boiler plate

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