10/1/23

**Wwise\_Update:** Added empty structures to Wwise project, actor-mixers, Music playlists, audio/aux busses, 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