9/28/23

**Script:** 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

9/26/23

**Event:** Added sfx and event *SFX\_playerShoot*, for the basic player shot

**Script Change: SCR\_Movement:** Added comment for audio call code

**Script Change: SCR\_playerMovement:** Added code to play *SFX\_playerShoot* when the player shoots

**Scene Change:** Switched loaded bank from *TestBank* to *MainBank*

9/24/23

**Script Change: SCR\_Movement:** Added code to play *TestEvent* during the *JumpTo* function.

**Scene Change:** Added AKBank Component to WwiseGlobal in *PrototypeAudioZoo*

9/21/23

**Prototype SFX and Basic Wwise project setup**

**Event:** Added a test sound effect to *TestEvent*, renamed to TestSFX

**Event:** Added a test event for a short music loop, TestMusic

9/17/23

Created Wwise project

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