For my final project, I am planning to add audio to my game Casual Game Development called Super Tank Game Deluxe. I talked about it with my group members think it will be a great addition. For this game, there are currently no sound effects. I plan on adding 3 effects for the interface sounds, 2 for game effects, 5 sounds for in-game notifications,3 effects revolving on the player’s interactions, and ambience and movement effects for all 4 maps. For FMOD I think the use of ambience track design, randomize sound for the destruction of the tanks, and parameter randomization for the tank treads and bullet noises movement will be very useful.