# Milestone 5 Status

* Project is essentially complete
* Fixed bug where you could still move when paused
* Added missing effect for talking to guard
* Mastered audio based on LUFS and reference games (Machinarium and Grim Fandango)
* Cleaned up Reaper project
* Adjusted footstep levels
* Lowered ground click event amplitude
* Converted glasses drop event to a 2D event
* Edited market music to be less intense