# Milestone 3 Update

David Patch

IGME.671.01

## State of the Project

I have expanded upon the FMOD project and integrated several sounds into Unity. The ambient sounds all work as intended. They become quiet when the game is paused and loud again after it is unpaused. Regarding the player sounds, footsteps work. The heartbeat sound is currently having issues. The correct value is being passed into the emitter each frame, but for some yet unknown reason, it stops playing after the first few seconds into the game. The skeletons on the other hand do successfully play their bone-rattling sound with 3D attenuation over a set distance from the player. I still have to work on balancing the loudness of each of these sounds.

Regarding the original sounds from this game (from my work last semester), I removed all of them upon starting this project. The only things I have reused from it are the original, unedited sound files of the wind effects (from freesound).

## Hurdles

The bug with the heartbeat sound is weird. I am currently trying to find the closest enemy within a radius and using the distance between it and the player to get the ‘Terror’ parameter. This parameter controls the loudness and pace of the heartbeat, and it ideally grows in intensity as the player gets closer to any enemies.

## Links

[Asset List](https://docs.google.com/spreadsheets/d/1Ihrxbvih1aJDs-yr62j2JpAWiqAi8WGZaoQnz5aVHzg/edit?usp=sharing)

[GitHub repo](https://github.com/dop4398/IGME.671)