# Milestone 4 Update

David Patch

IGME.671.01

## State of the Project

The project has come a long way since the last milestone. It’s still far from the finished product, but it is definitely taking shape. The amount of content has nearly tripled since last week. The FMOD project is organized properly, and it also utilizes snapshots and the mixer (like it should have last week). Nearly all interactions now have sound. It all does need to be touched up and better balanced though.

While trying to reorganize my project, I did run into some issues with renaming things and Unity (few errors I could not hope to fix). I had to scrap the Unity project and start again, but my scripts saved fine so I didn’t lose too much time there. The project is better for it now anyway with a better naming scheme.

## Known Issues

The collisions between the player and the environment are a bit wonky at the moment. Specifically, the fences are weird because they are made up of many individual pieces each with their own bounding sphere. I am going to transition from the bounding spheres currently in use to detecting collisions between meshes and the player. This will get the collision sounds of bumping into things to be more accurate. This should also allow the player to collide with the huge fence surrounding the map (the script and emitter are present, but collisions are not detected currently).

## Links

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