# Milestone 5 Update

David Patch

IGME.671.01

## State of the Project

I was able to address nearly all of the issues from the feedback of the previous milestone. I added cooldowns to collision sounds, and the metal fence collision sound now fits better with the visual. The heartbeat now accurately changes with proximity to skeletons. I was having issues with their positions being extremely far away from their visual placement, but I found a workaround. Audio now cuts properly upon death, and there is a scream when the player dies. Other than that, I touched up the ambient sounds to fire off slightly more frequently and at more audible levels.

Regarding mastering, I got the sustained loudness to be between -15 and -16 LUFS. The true peak max dB stays in the negative as well, peaking between -2 and -1 dB when a lot of sound effects fire at once.

## Game Instructions

The goal of the game is to collect the glowing bells without being caught by any of the skeletons. Once all of the bells have been obtained, the game rewards the player with a victory screen where they can exit the application. ‘E’ is the interaction button for picking up a bell.

A victory chime supposedly plays when the last bell is obtained, but I have not been able to test it yet because the game is somewhat challenging to beat. I attempted to make a skip (using the ‘L’ key), but for reasons I still do not know it does not work correctly.

## Known Issues

The collisions themselves are still not ideal. I have however added a cooldown to collision noises. The mouse not showing up in the menu now works correctly about 95% of the time. I will be implementing a way to skip to the victory screen to test that audio without fully beating the game for ease of use. I also still need to up the amount of parameterization in-game.

## Links

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