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CS 4700.02 - Game Dev

Silly Goose Games - *Breadth of the Wild Goose* - Sound Daily Logs

Date	Task
Week 1 (3/27-4/2)	Discussion on sounds that may be needed and beginning of research for sources of sounds.
3/27	Began research on sound effects and royalty free music, where these can be found, and the rules and regulations on fair use of such assets.
3/29	Discussed direction of art style.
Week 2 (4/3- 4/9) (spring brk.)	Assigned to pick some music out, and find attack sound effects such as slashing and any other applicable sounds.
4/5	Found some sound effects for fighting such as slashing and sample audio tracks for a variety of music.
4/7	Received input on music, (request for new track for fighting scene) - suggested to use another track found for loading/menu music.
Week 3 (4/10-4/16)	Continue to look for music and more sound effects.
4/10	Found more fitting/intense music for a fighting scene.
4/11	Found selection of goose audio samples.
4/12	Research done on trimming audio files and types of audio files.
4/13	Discussed possible implementation of Sound Manager in Unity game development.
4/14	Testing different software for audio editing; Audacity vs. Garageband vs. other available techniques/programs.
4/15	Uploaded sounds and music to Unity Project.
4/16	Replaced MusicPlayer with SoundManager singleton object.
Week 4 (4/17-4/23)	Troubleshooting version mismatching and Mac development workflow. Assigned to upload/implement more sounds.
4/17	Adjusted volume of Music in Unity to minimize ear drum damage.
4/19	Adjusted volume of other files such as the boss laugh and landing effect.

4/21	Trimmed audio samples for goose and landing effect.
4/23	Full Implementation of working Sound Manager in game.
Week 5 (4/24-4/30)	Look into any existing bugs.
4/26	Research on methods and details of audio clips in order to polish overlapping sounds
4/27	Research of how to implement menu music
Week 6 (5/1-5/9)	Wrap up
5/8	Clean up Sounds Folder.