

Luke Olsen
CS 499

Code Review

1. Implemented the linear volume rolloff and volume update lines within an `Update()` function to ensure modularity between different functions of the script.
2. Referenced a public controller class, `HumanoidLandController`, to initiate the movable user object to test the audio attenuation. Implemented the class in a separate script to promote modularity between the attenuate and move functions.
3. Set the max distance to be 20 within the script to promote consistency across all tagged floral components.
4. Scaled the user's movement by incorporating `Time.deltaTime` to guarantee a consistent user movement speed as defined, irrespective of the game's frame rate (fps) across different platforms.