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IGME.671.01

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Milestone 2

I mirrored the GitHub repository for the Unity project to the current one, reorganized the folders, and created the FMOD project. Inside the FMOD project, I sorted all of the sounds listed on my asset sheet so far into folders and adding them to their respective banks. I built the banks, then added the FMOD plugin to Unity.

I added the sound files that were already hooked up in the original game to the FMOD project through script. I then added the events for those 4 sounds (playerMeleeAttack, playerJump, playerDash, and rangedEnemyAttack). These sounds do not fit very well, so I am thinking about changing them.

I created a Reaper project so I can edit the sounds I find for the other events, as well as a Google Document for sound documentation (the previous sounds have credits in game).

Google Doc link: <https://docs.google.com/document/d/14UcqEe83EwZ6sGzfpgqPf6LsRyp_B9ws0hz2ZLxGGXc/edit?usp=sharing>