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IGME.671.01

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Milestone 4

Since Milestone 3, I continued to add in the sounds for the enemies and ambience. I took the sounds that were in the game previously (playerDash, playerJump, and playerMeleeAttack) and edited them in Reaper. I also implemented the player’s heartbeat. However, the parameter does not seem to work currently. I have added whisper ambience, but have not implemented the parameter connected to player distance from portal (since my other parameter does not work)

Some things I need of figure out ways to deal with the audio during scene changes or reloads, and paused gameplay, as well as paramters.

GitHub URL: <https://github.com/panguino729/igme671FinalProject>

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

Google Sheets Link (Asset List): <https://docs.google.com/spreadsheets/d/1dDZO6LToCd1Hs3jCpnuFWTgI4qqxSMlXCSpklkvKc0w/edit?usp=sharing>