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5 April 2020

IGME 671

Current Project State: Incomplete

The current progress of my project is incomplete, but is/was going smoothly. I have completed all but the music for the assets. The current Github repo contains the game, the Reaper project file, the FMOD project file, and the documentation. I have added the assets to the FMOD project, however while attempting to import the FMOD package to Unity I constantly received errors that prevented FMOD from working within the Unity project. I only found this out the day before the due date, so I wasn’t able to ask for help in time to fix this error. I’ve added the game with the failed import in the repo, to make it more accessible to view the errors. Because of this, I was unable to integrate some of the sounds into the game.