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IGME 671.01

Final Project Progress – Milestone 2

The game that I chose for my milestone 1 project proposal was much too simple so that idea was scrapped, and I reselected the game I will be working on. The game that I would instead like to use for my final project is a game I worked on a few semesters ago. The game is a 3D physics fighter king of the hill computer game called “Sit on the Mountain and Watch the Tigers Fight.” Currently, the game has a minimal amount of audio with no variation in audio effects. I think adding various sounds such as interface sounds, and ambiance sounds to the game could breathe some life and really polish the game.

Since the game is a fighter, I need to add various attacking and blocking sound effects with different speeds and pitches - This is where FMOD will really shine. In addition, I am planning on adding some background ambiance such as birds or wind to ground the game more. Currently, the only thing playing in the scene while the game is being played is music: no ambiance noise and no environmental background noises. In order to emphasize the changing of menus and the selection of menu items, I am going to be adding in various selection interface sounds. Since I want the menu sounds to stay consistent, I won’t be putting any processing on them such as randomization. I have recreated the asset list to reflect Milestone 1’s requirements.

In terms of progress, I have selected a new game for my sound design final project and placed it in my GitHub folder. Currently, I have gathered the majority of assets I plan on using and am working on obtaining the rest. I have set up and added the assets I have so far to an FMOD project, also linking the FMOD project to Unity. As Milestone 2 requires, a few of them are triggerable from within the game such as the music as well as most of the dialogue. In the coming weeks, I plan on gathering, editing and implementing the remaining assets needed.

**PORTFOLIO LINK**

<https://www.taylorecox.com/smwtf>

**GITHUB LINK**

<https://github.com/tec1850/IGME671-Final-Project>