Taylor Cox

IGME 671.01

Final Project Progress – Milestone 3

Since the last Milestone, I have read and implemented the feedback I received on Milestone 2. I have scrapped all the sounds I had from when I originally made the game and I have obtained all and edited some of the new sounds using REAPER. Of the new sounds I found and edited, I also re-implemented the sounds that were in the last milestone. I have added status and source link columns to my asset list, as requested, so I can better keep track of my progress and what needs to be done. I also moved the .gitignore to the Unity root file as well as adding .vs/ and Library/ to it so they are not pushed to the repo. Before the next milestone, I plan on obtaining and implementing the rest of the sounds needed.