Updates:

Currently I have a bit over half of my assets created, imported into fmod, and implemented in the game. The remaining half I don’t anticipate being very difficult to create, just time consuming more than anything. I do anticipate having to alter some assets though after I finish creating all of my assets. So far it’s going well though. The lecture on modulators was particularly helpful because in one of my assets I use a sound I generated myself with Reaper’s virtual keyboard and I don’t believe there is a way to fade out those sounds easily. I have also come up with a couple new sounds I need to make after starting implementation, but these I also don’t anticipate being too difficult. The only sounds I’m not sure about are music. The game I’m using already had some music implemented from the state it was in prior to being used for this project, but I’m not sure if I’m allowed to use this or if I need to change it. And if I need to change it I’m not sure what the guidelines are on that because I have no idea how to create music for a project like this.

URL for Git Project: https://github.com/tplager/igme-671-final-project