Updates:

I believe most or all of the preliminary work on my project is finished. I worked on it most of this week trying to finish events and add more parameterization. I also spent quite a bit of time doing mixing and tweaking levels so that everything that should be audible is audible, and so that nothing is too loud in the scene. As for mastering, I managed to get the levels at -23 for most instances of the game. I think there are potentially a few one shot events that can drive it up a bit, but not much. The only thing I have left to do is potentially create a player death sound effect, but I can’t decide what I want to create for that that wouldn’t’ sound too cheesy, and I’m not sure that I really need one anyway because all of the events that could damage a player are audible. Beyond that I’m just waiting for critique.