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## progress report #1

So far in my culmination project I have started a unity project as a base of what I want the game to look like. So far I have movement hazards and level progression. The process of making the level was straight forward with basic scripts. Now the most important part now is the music or the tempo, I am currently looking for programs to produce sound for my game. I need sound so I can work on the rhythm and timing mechanics. So far I have been recommended using "Genius Home Studio" to make my beats but I think I will just get the premade sound to cut down on time for this project.