

## Assignment 3: Sound

98-127 Introduction to Game Development in Unity

<https://www.gamecreation.org/course>

**OUT: 8:50pm, 17 Feb, 2026**

**DUE: 7:00pm, 24 Feb, 2026**

### Description

It is time to add sound to your project! Add footsteps, jumping and landing sound effects to your player controller, as well as global ambience and/or background music.

### Instructions

- **Submitting your work:** You will submit a screen recording (WITH SOUND) of your implementation to the corresponding channel in the course discord, either directly if the file is small or as a google drive link if it's too big to be sent directly. For this assignment if you're unable to figure out how to screen record with sound, taking a video using your phone is acceptable.
- **Late-work policy:** No late days are provided. You will incur a 10% penalty for every day that you submit late. The penalty starts immediately after the deadline and increments every subsequent day at 11:59pm. Do pay attention to the deadline and submit on time.
- **Partial Credit:** For this assignment, due to rubric items not being as finegrained, if you are unable to complete certain portions of the assignment, submitting a short writeup of what you've attempted and why it did/didn't work will make you eligible for partial credit.

### Rubric

Criteria		Grade
Sound	Have a 2D background music/ambience looping when game starts	4
	Add 3D SFX for the player controller (footsteps, jump, land)	6
	Extra credit: Use FMOD	2
Foley/Synth	Extra credit: show evidence that you've made your own sounds	2
<b>Total:</b>		10 + 4