Pointless Knowledge(wannabeasteroids)-1\_0\_0-linux Feature Design Document

Student Name: Jono Price

# Executive Summary/Elevator Pitch

Sound effects for shooting bullets, asteroids being hit & ship moving if possible. It will add extra atmosphere to gameplay and provide additional information in complex/hectic scenarios when the eye may not be able to follow every event.

# Gameplay

Describe how the feature will integrate with your current game. This section should describe the gameplay in terms of how the player interacts with the game (technical details are in the next section. Feel free to add pictures or diagrams if it helps to communicate your idea.

When the player accelerates the ship forward or backward using the “w” or “s” keys respectively, the ship will produce an “engine” noise. Turning/changing the ships angle/aspect should not make noise (or later feature additions could possibly produce a different “turning” sound effect).

When the player fires a bullet using the “space” key a “shooting” sound effect will be produced. Can become staccato when rapidly firing bullets.

If the player fires a bullet which successfully hits an asteroid (the objective of the game) a rock “smashing” sound effect will be produced. Louder/different pitch sounds could be used for Big Asteroids, gradually reducing volume or increasing pitch for Medium Asteroids then again to the last Small Asteroids.

Optionally the disintegration of Small Asteroids could produce a different sound effect to alert the player of success, thus requiring no further attention to that position.

# Mechanics

Describe how the feature works in gDevelop. You should try and think about global and object variables, behaviours, and other functional aspects of your feature.

# Assets

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Short Description** | **Source** |
| Boss Shoot.aac | Laser-like bullet sound  **Source**: Gdevelop Asset Store  **Category**: “space shooter by pixel boy”  **Asset**: Boss Shoot.aac CCO (public domain) | https://asset-resources.gdevelop.io/public-resources/Space Shooter by Pixel boy/Sound/208c11a06c6413ff7b02b490bf9dad801113167370013cdf516d1c4044ed7c22\_Boss Shoot.aac |
| Lose 3.aac | Sound effect to indicate spaceship movement. Backward motion (“s” key) uses the same sound effect at slightly lower volume and 1.5 pitch  **Source**: Gdevelop Asset Store  **Category**: “All assets”  **Asset**: Lose 3.aac CCO (public domain) | https://asset-resources.gdevelop.io/public-resources/Arcade/Sound effects/Lose/6ba89a9f2e7dc36e95d33b19fb5933cd516bce00d5ac6e72ba1bdfe9c98dfe46\_Lose 3.aac |
| **1)** Explosion 1.aac  **2)** Explosion 5.aac  **3)** 1up 3.aac | **1)** Big Asteroid hit/damage sound effect  **2)** Medium Asteroid hit/damage sound effect  **3)** Small Asteroid destroy/complete sound effect  **Source**: Gdevelop Asset Store  **Category**: “All assets”  **Assets**: Explosion 1.aac CCO (public domain), Explosion 5.aac CCO (public domain), 1up 3.aac CCO (public domain) | **1)** <https://asset-resources.gdevelop.io/public-resources/Western FPS2D/Sound/68d16e38f82501c538c69cacf2f2491b4ff15cb34fa3ad08ce8e9445b4f1812a_Explosion 1.aac>  **2)** <https://asset-resources.gdevelop.io/public-resources/Arcade/Soundeffects/Explosions/b10e7 8c09b693a36332e73b9c1a6ce981d0205b93efdf44612314b06eb2aa099_Explosion 5.aac>  **3)** <https://asset-resources.gdevelop.io/public-resources/Arcade/Soundeffects/1up/6e198ce7d52 b08feb4a8978f55f5e00642a22048d58883d6c5103d3df84171fa_1up 3.aac> |