VR Sound and Space

Project 1

Also submit a 300-word paragraph describing the concept for your environment and your production process.

NAME(S): Nakyoung, Gina, Nova
NAME OF PROJECT: "Memoria"

The project took place in 2023 during the spring semester. It was a collaboration between three students and it took three weeks to be fully completed. The concept for the game came from the experiences of members of the group having memories associated with inanimate objects. Most of these objects are related to childhood memories. In "Memoria" the player is given the role of Molly as she is attempting to recover the memories of her youth. This is done by interacting with an array of objects ranging from a teddy bear to car keys. Every object is related to a different age and therefore memory. During the making of the game, we originally intended to make a house and give the player the ability to move from different rooms, however due to time constraints and the current skill sets, we decided to create a room reminiscent of an early 2000's American childhood bedroom. This also led to the decision of which objects to include, as we wanted to recreate the average American childhood. The keys were meant to represent getting your first car, the trumpet being in band in middle school, and the trophy was meant to symbolize the importance put in sports in American society.

The objects all have a distinct sound that is representative of its uses or of how the object was acquired. The objects used came from the Epic Games marketplace, turbo squid or were created using MAYA. The sounds were found on freesounds.com, aside from the guinea pig sounds which were recorded by the group. During the three weeks that it took to create the game, the group split certain tasks such as finding assets, sounds and making voice recordings. The entire group collaborated on importing objects, as well as making the correct adjustments needed for each object.