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IGME 671.01

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Final Documentation

* ***Introduction***
  + The game that I created sounds for is a prototype that I originally created for the IGME 603 Prototyping course. It features a spaceship that is tasked with retrieving astronauts that were blown away from their ship and out into space. The chance of those astronauts surviving might not be very high in real life, but this game is not really meant to be too realistic. As a summary, the player must guide the spaceship around the area of space that they are in and pick up the astronauts that they see floating around. Once all of the astronauts are picked up, the player has won the game.
* ***Analysis and Requirements***
  + this
* ***Sound Asset Development***
  + this
* ***FMOD Work***
  + this
* ***Sound Mixing***
  + CHECK MIXING NOTES ON LAST PAGE
* ***Mastering***
  + Overall, I based the mastering of my overall sound volumes and levels on other space-themed games. One such game (even though it is more serious than what I was going for) was Mass Effect. When characters are speaking or any kind of dialog is present, all other sounds are lowered. There is an emphasis on world-building sounds in Mass Effect. If something important is happening, that is the sound that is loudest at the time. If nothing important is occurring, the music or ambience is given precedent in volume.
* ***Source Audio Files***
  + File: 437337\_\_giddster\_\_wind-chimes-1
    - Original Author: giddster
    - URL: <https://freesound.org/people/giddster/sounds/437337/>
  + File: 398495\_\_anthousai\_\_wind-chimes-rough
    - Original Author: Anthousai
    - URL: <https://freesound.org/people/Anthousai/sounds/398495/>
  + File: 398493\_\_anthousai\_\_wind-chimes-single-02
    - Original Author: Anthousai
    - URL: <https://freesound.org/people/Anthousai/sounds/398493/>
  + File: 411088\_\_inspectorj\_\_bell-candle-damper-a-h4n
    - Original Author: InspectorJ
    - URL: <https://freesound.org/people/InspectorJ/sounds/411088/>
  + File: 256246\_\_spectral9\_\_wine-glass-sustained-note-c5
    - Original Author: spectral9
    - URL: <https://freesound.org/people/spectral9/sounds/256246/>
  + File: 32158\_\_zin\_\_piano-2-140bpm
    - Original Author: -zin-
    - URL: <https://freesound.org/people/-zin-/sounds/32158/>
  + File: 414483\_\_daliacoss\_\_jet-engine-airplane-interior
    - Original Author: daliacoss
    - URL: <https://freesound.org/people/daliacoss/sounds/414483/>
  + File: 28693\_\_infobandit\_\_sonar
    - Original Author: infobandit
    - URL: <https://freesound.org/people/infobandit/sounds/28693/>
  + File: 415873\_\_inspectorj\_\_buzzing-electric-lamp-a
    - Original Author: InspectorJ
    - URL: <https://freesound.org/people/InspectorJ/sounds/415873/>
  + File: 19486\_\_halleck\_\_jacobsladdersingle1
    - Original Author: Halleck
    - URL: <https://freesound.org/people/Halleck/sounds/19486/>
  + File: 528730\_\_alexhanj\_\_ping
    - Original Author: Alexhanj
    - URL: <https://freesound.org/people/Alexhanj/sounds/528730/>
  + File: 459977\_\_florianreichelt\_\_soft-wind
    - Original Author: florianreichelt
    - URL: <https://freesound.org/people/florianreichelt/sounds/459977/>
* Mastering/Mixing Notes
  + Compressor on entire SFX Group, Sidechain on entire UI Group
    - This causes all sound effects to be very quiet when UI sounds are playing
    - Very helpful when trying to hear the intro dialog over all other sounds that are playing in the background