Abigail Markish

IGME 671.01

6 May 2021

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***
  + I did not initially have time to complete any sounds for this game when I first created it, but I more or less already had an idea of what I wanted to hear when playing it.
* ***Sound Asset Development***
  + this
* ***FMOD Work***
  + this
* ***Sound Mixing***
  + Regarding mixing of sounds, the biggest change that I made was placing a compressor on the entire SFX group and a sidechain on the UI group. These changes caused all of the sound effects to be very quiet whenever the UI sounds are playing in-game. This way, the astronauts and their distress calls (along with ship sounds) will be nearly silent until the initial intro dialog is done playing. Initially, everything was playing at the same volume when the game started, and the intro was drown out and difficult to understand. Now, the intro plays and is at the normal volume while everything else gets lowered significantly.
* ***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/>