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SpacemanLandF (Name Pending) Game Audio

* *Game Description*

The game I have chosen to create sound files and implement audio for is a solo prototype that I had to work on for IGME 603. This prototype was essentially a free-for-all. We were told to focus on things that we had not had time to focus on before during our team-based prototypes. I finally had a chance to work on my 3D modeling techniques as well as program some mechanics without the pressure of a team waiting for me to finish something. I would say that the genre of this prototype is in the realm of something more casual. It has some spaceship flight mechanics as well as an astronaut collection mechanic (to be added). It is nothing too serious, and it is meant to be simple and relaxing. The main goal of the game is to fly around in the spaceship and save the astronauts that are floating freely in space.

The target audience for this prototype would be people who are into space and the fictional/sci-fi elements that can be derived from it. The platform is intended to be PC only, as I have no knowledge of developing for other platforms. To get into more of the nitty-gritty for the sound quality, the overall theme of the game is space and space travel. Even though the main objective is to find and rescue astronauts, the game is not meant to be serious. It is meant to be lighthearted and fun. Therefore, the ambience, dialog, sound effects and interface sounds will be reminiscent of what you might hear in movies and games like Interstellar and Mass Effect, but things will be much less serious. The won’t be many interactions in the game save for when you pick up an astronaut and the occasional menu interaction. The sound effects that occur here will mainly be simple astronaut dialog and some echoing pings when players interact with the menus.

As I mentioned before, I am trying to take inspiration from games that are space-themed. Mass Effect is a rather serious series that revolves around space as a whole. The sounds in these games are certainly a starting point, but they are much too dark and serious for what I am thinking about. Another game that I may take inspiration from is called [PixelJunk Shooter Ultimate](https://store.playstation.com/en-us/product/UP4415-CUSA00657_00-SHOOTERULTIMATE0) (a PS4 combination game of PixelJunk Shooter 1 and 2). This game is based around saving scientists from alien planets using a highly maneuverable spaceship. The game itself is colorful and amusing, so these sounds will be more like what I will be going for.

Overall, this prototype and its sound effects will be space-themed to the maximum. Space is one of my go-to game themes, and I am aware that this theme is used incredibly often. I had a few other games/prototypes to choose from, but this one spoke to me the most. There may be a mechanic or two that I will have to figure out how to program in while I am working, but everything else that is important is already completed. The main focus will certainly be the sound implementation.

* *Initial Sound Analysis/FMOD Sound Processes*
  + **Sound Effects**
    - ShipTilt – This sound will occur when the player tilts/rotates the ship on its axis. It will be a type of whooshing effect to signify the movement of a large object. Upon further thought, this sound could have a slight pitch randomization in FMOD. It would add some variety to the sound.
    - ShipForward – This effect will occur when the player is guiding the ship forward. It will be another kind of high whoosh noise (likely one that starts low and gets louder to a certain degree). Due to this, I will likely need to use a volume automation with a ThrusterPower (or ThrusterTime) parameter for this sound. The longer the player moves forward, the louder the sound gets (to an extent).
    - ShipBackward – The backwards ship effect will generally be the same as the forward effect, but it will be opposite in tone of the forward effect. This one will function the same in FMOD (needs a parameter for volume levels), but it will be a heavier, lower sound to indicate the ship “backing up.”
    - ShipSideways – This sound will be more of a sweeping side-to-side effect. There may be room for randomization in pitch here, but I’m not sure about anything else quite yet.
    - AstronautDistressCall – The sound effect portion of this sound will be the pinging noise that coincides with the dialog. It will be a consistent and steady ping (like one you would hear on a submarine’s radar). I doubt any randomization will be used here (pitch, timing, etc.). It will simply be used in conjunction with the astronaut distress call dialogs.
    - CollectAstronaut – The player picking up the astronaut will likely not require any special work in FMOD. The sound itself will consist of several dinging sounds. In the end, I would like to have it sound like a metal windchime being rhythmically hit. This sound would play each time the ship comes in contact with and picks up/collects an astronaut.
  + **Ambience**
    - MainMenuTheme – The main menu theme will be what plays in the first Unity scene on startup. This will not be music per say; it will function more like a space-themed ambience with long and drawn-out hollow noises. It won’t be spooky, but it will give the feeling of floating in space. I will likely take reference from the soccer game ambience we did for an assignment for this and the other ambience themes. The scatterer instrument and all of the different automations and randomizations available will come in handy to make the ambience seem less stagnant and repeated.
    - SpaceAmbience – This ambience will play in the background of the main game. There will be more hollow and echoing space noises here, but they will be less distracting than the menu ambience noises. This will be a calm track that plays in the background while the player has a nice time flying around and picking up astronauts. What was said for the MainMenuTheme FMOD intentions can also be said here.
    - PauseMenuAmbience –
  + **Interface**
    - StartGame –
    - EnterPauseMenu –
  + **Dialog**
    - DialogIntro – The intro dialog may need a quick fade-in effect over time (so as to not startle the player or have the weird issue where sounds start while the scene is still loading). This might require a parameter of sorts, but this is still something I need to research. The voice will be “robotized” in Reaper to simulate a robotic entity instructing the player on what they have been called into space to do.
    - AstronautDistressCall – I have already described this sound in the “Sound Effects” section, but it can also be categorized as a dialog sound as well. It is an effect that occurs when the ship gets close to the astronauts, but it will mainly consist of the astronauts sending out radio calls asking for assistance. This will be voiceover dialog as well as a small distress signal noise. The dialog can be randomized/scattered with different voiceovers/scripts to choose from. The astronauts don’t always have to say the same thing over and over. There can be a little variation.
* *Github URL*
  + <https://github.com/AbDaug/SpacemanLandF>