GitHub Repo Link: <https://github.com/txa7348/671-FinalProject/>

The game I’m designing audio for is a game prototype I made earlier in the year called Azrael’s Journey. It’s a top-down dungeon crawler based on the original Legend of Zelda for the NES. The player has several different abilities, including a melee attack, ranged attack, charged attacks, and blocking projectiles when idle. The game’s dungeon contains doors with several different unlock conditions (like pressing a switch, defeating all the enemies, or using a key) and breakable jars that can contain pickups or hide a switch It features 3 different enemies and a boss, which all have different designs and attacks. The game also has several small menus, including a title screen, victory screen, and game over screen.

The game’s audio design requires several music tracks, interface sounds, and sound effects. For music, the game will need three main tracks. The first track is a title theme that will play an intro when the game first starts, then loop until the player starts the game. The next track is a dungeon theme that plays while the player goes through the main game. The last track is a menu theme that plays after the player has won or lost the game. The game will also require three main noises for the interface sounds too. These sounds include a menu ping for changing the current selection, a ping for confirmation when a selection is pressed, and a heartbeat or beeping noise that informs the player they are at low health during gameplay.

The rest of the game’s audio design is made up by sound effects that reinforce the events that happen throughout the game. The player will require the most sound effects, including when they use a melee or charged attack, use a ranged attack, take damage, block a projectile, grab a key, grab a pickup, or break a jar. Each of the game’s three enemies will use a unique sound for taking damage, but will use a shared sound when defeated. One of the enemies uses a projectile attack as well, which will require its own sound effect. The dungeon’s boss will also have its own sounds for taking damage, attacking, and being defeated. When the player clears a room, a sound will play for the doors opening and if the room spawns a key on completion, a clinking sound will play for the key spawning. Additionally, when the player wins the game or is defeated, the game will play a short jingle that corresponds to whether they won or lost before starting the menu music.

I think many of FMOD’s sound process tools will be helpful in designing these audio clips for the game. Things like loop regions, destination markers and regions, and transitions will be very useful in creating the music tracks for the game, since they will allow me to more easily control which parts of the song are playing at any given time. FMOD’s parameter randomization will help with designing the game’s sound effects, since I’ll be able to add more variation to things like attack sounds, damage grunts, and jars shattering. Randomized sound selection can allow me to vary these effects even more, since I could create several variations of each sound effect and play one at random with changing pitch or volume to make the effects feel unique.