IGME 671 – Project Proposal

Repo Link: <https://github.com/Alfie-yl5209/IGME671-Project>

For this project I decide to make sound effects for a project that I am currently working on. It is a top-down 3D survival rouge-like game. The game is planned to have a stressful mood with a dark color palette. For a more detailed look and description, here is a link to the game: <https://people.rit.edu/yl5209/portfolio/ProceduralDungeon.html>

The game seeks to provide an experience that is similar to the game Darkwood. In my game, the player will explore a science research facility that was abandoned for many years, the facilities have mutated creature and environmental hazards and the goal of player is to escape this facility.

The target audience of the game are those players who seek for an immersive horror experience, without cheap jump scares but full of environmental stress and horror.

The game needs ambience sounds, sound effects that relate to player interactions, enemy sounds and some non-diegetic UI sounds. The ambience sound should not be too loud and attract too much attention from the player as it is mainly used to support creating this stressful mood and environment. The ambience also has to be random and dynamic enough so that the player won’t notice the loop and gets bored. The player has many ways to interact with the environment, the player can simply interact, push and attack object in the environment. Sound effects of the game should be realistic enough so that the player could immerse into the game. The game does not have any dialog or music so far according to the plan.

In the game the player is able to change their walk speed between walking, running and sneaking, this could be easily implemented using FMOD’s parameters. FMOD can also make ambience more dynamic by using the scatterer instrument and randomized pitch offset. The mood of the game could also change based on player’s current state, the ambience could also be controlled by a parameter called mood to give the game smooth background sound transitions.