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IGME 671

Final Project Proposal

<https://github.com/AnthonyNLaRosa/671-Final>

For our final project I intend to replace the audio found in Unity’s “FPS Microgame”. Since the game has all the sounds in already, the main goal will be to go through and replace each one. This is a fairly simple FPS game so the majority of the work will be focused on the SFX for the player, enemies, weapons, and equipment. I will also need to edit the game slightly so I can effectively show off all the assets in the game, but that should be a small amount of work**.**

Asset List - <https://docs.google.com/spreadsheets/d/1VcpDhE5w_Tx_BzAS4EmoGS_4dambXGwfBdaK-Eu7_jM/edit?usp=sharing>

**Sound Effects**

* Player
  + Weapons – The game has a variety of weapons all of which will need to have their own fire sound effects. Most of the weapons will benefit from FMOD’s randomized sound selection since they tend to fire quickly, and it may get grating on the ears if there is this constant repetitive sound. So instead, I’ll create a few variations for each and random play them for each shot.
  + Walking – This should be a fairly simple walking loop. I intend to have a couple variations on the footsteps and randomly loop them to keep it from being repetitive
  + Jumping – This will be a quick and light jump; the player moves fairly quickly so it makes sense to make it sound effortless to make the player character seems very agile
  + Equipment – Currently there is only the jetpack in the game which will need it’s use sounds which will be the sound of jets burning.
  + Pickups – There will be a couple pickups in the game for health, weapons, and equipment. Each will have their own sound effect so it’s easier to distinguish what the player just got.
* Enemies
  + Hoverbot – The Hoverbot has a few different behaviors and each will need a sound event. There is the alert, attack, move, and death sounds. The attack will use a similar randomized setup to the player weapons. All other sounds can be handled very simply.
  + Turret – Similar to the Hoverbot, the Turret has a few different behaviors as well; alert, attack, and death. Again, we’ll want variety for the fast attack of the turret.

**UI**

There isn’t too much in the way of UI for this game, but I intend to have a sound for opening and closing menus, as well as selecting options. Most of this will be pretty straight-forward and be handled by single sound events

**Music**

The current iteration of the game has no music and a single ambience track for wind. Although, I definitely plan on redoing the ambience to improve immersion, I still consider adding a new song to be a bit of a stretch, but I would love to attempt this if I have time. Of course, FMOD’s built in ambience track will be very useful for this section, but I also feel the parameter randomization could be useful in controlling when the music should be played and at what intensity.

**Dialog**

Currently, there is no dialog present in the game and there isn’t an obvious spot to add some in. However, simple “Game over” or other narration lines could be easy to implement or I could try to create a short intro narration to start the game.