**Assignment Game Sound Design Document**

**The Game**

The game itself is an action FPS set on Mars where the player must explore the planet and kill creatures. The player loses health when they are attacked by the creatures but can collect health pickups around the map, they can also change into better weapons that deal more damage to the monsters.

**Audio Pillar**

Focus

Experience

**Sound Identity**

Priorities

The main priority for the Audio design for the game is to ensure there is not a single point where there is no sound unless for a particular reason. Part of the testing for the audio is to ensure there is always something playing within the environment.

SFX

A large portion of the audio in the game will be sound effects as there lots of actions and events happening.

Music

For the main game there will be ambient music while the player is exploring and as soon as the player enters combat the music will become more fast paced and link to the combat actions that will paly alongside them.

Dialogue

**Extra Info**

Engine

File Formats

Platforms

Limitations

Data Budget