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Ms. Gerstein

Tech 9/10 B

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Vegetable Vengeance is a game created by Alon Drori, Daniel Colom, Nick Lelchitsky, Orest Kulchytsky, and Rob Mega. Although everyone contributed to the game in their own way, Daniel needs to be given a majority of the credit of the raw creation of the code. As the main code gorilla, he spent many hours creating the code for many little but essential details. Nick did environmental coding and bug testing. Orest worked on the graphic design side of the user interface. Rob dealt with the written portion of the project, doing the description and flowchart. My role was the audio designer part of the user interface. I created the music and sound effects for the entire game, and coded the timing and use of the audio.

First, I had to figure out what music to use for the title screen and the cut scenes. It was very important for the music to have the right feeling and tone so that it matched the part that it was associated with. For example, when I made the title screen track, I made a simple, soft, electronic song that had a tone of preparation. For the cut scenes, it had to be a mixture of adventure and suspense, along with a sense of losing hope, to go along with the main plot of the game. The final boss’s soundtrack was the most time consuming. I needed to create the evil voice of Rootabagor, and the evil dubstep music that comes after he powers up and fires the bass cannon. The sound effects were not as difficult, but getting the ideal blaster noise took a compilation of a bunch of different sounds. Eventually we got it. Now we can play Vegetable Vengeance with kickin’ beats in the background and the feel and sound of really being there.