Dissertation design/to do list

**The Game**

Setting: Set in a house where the player has to traverse blindly and complete a set of tasks to reach the attic and turn on a music box. Each noise/sound for each task will turn off when the respective task is complete.

Software: Unity and Wwise. Wwise spatial audio.

Front garden:

The front garden is where the player will spawn. There will be traffic instantly behind the player to force the player forward. Pavement in front of door and grass to the sides. Locked gate on left side.

Living room:

The living room will have a clock and TV in to indicate it’s a living area. Player is able to turn TV off to hear the other sounds clearer. No need for other furniture because lack of visuals.

Back garden:

Bird noises, wind on tree leaves, and grass footsteps to indicate outside. Concrete slabs first to indicate the backdoor. Generator in corner that will hold the key to the second floor.

Second floor: Two rooms; bedroom and bathroom. Bedroom will have carpet and bathroom will have tiled floor (and reverb to compensate). Bath with dripping tap in bathroom. Bedroom will be empty, just the carpet and reverb to characterise it.

Attic: Simply has a music box playing in a box. Go to box and take it box. Use of occlusion for the box.

Tasks:

1. Open front door (into living room)

* Animation for door opening.
* Unlock door sounds and door swing noise.

1. Find key for back door in clock (clock turns off)

* Opening clock face sound.

1. Open back door (into back garden)

* Unlock back door sound and swing.
* Animation for back door opening.

1. Find key for second floor (engine noise)

* Engine noise from back garden.
* Turn off engine sound.

1. Open second floor (into bedroom with bathroom)

* Animation for door opening.
* Unlock door sounds door swing noise.

1. Find key for attic in bath (water dripping)

* Pull plug noise.

1. Open attic (into attic)

* Open attic door noise.
* And Animation.

1. Follow music box noise to open music box

* Occlusion through wall for music.

Audio needed (Diegetic):

1. Footsteps – (Pavement, grass, carpet, floorboards, tiles)
2. Opening door
3. Clock ticking
4. Water dripping into water
5. Generator engine noise
6. Music box music
7. Car/traffic noises
8. Bird noises
9. Tree leaves in wind noises
10. TV noises

Non-Diegetic:

1. Interaction sounds
2. Task complete musical motif

Spotting “Sheet”:

Folder 07 K26T

STE-000.wav = Clock ticking - DONE

STE-001.wav = Trainer on carpet (footsteps)

STE-002.wav = Trainer on bathroom scales (tiled footsteps)

STE-003.wav = Walking with trainers on floorboards (Experimental) - DONE

STE-004.wav = Emulating walking on carpet - DONE

STE-005.wav = Emulating walking on tiles - DONE

STE-006.wav = back garden ambience without shield – half done

STE-007.wav = Back garden ambience with shield - DONE

STE-010.wav = traffic ambience with shield - DONE

STE-011.wav = Car engine 1.6 with shield mid gain (generator noise) – Not using

STE-012.wav = Car engine 1.6 with shield high gain (generator noise) - DONE

SET-013.wav = Open door handle noise (unsure, too much reverb) - DONE

STE-014.wav = Taps running water (for bathroom) - DONE

STE-015.wav = Plughole - DONE

STE-017.wav = open bedroom door – Need to come back to

STE-018.wav = Emulating grass by walking on plastic bags – DONE

STE-019.wav = Emulating walking on water for bathroom using trainer and kitchen sink basin – DONE

R05\_0002.wav = Squeaky sofa to emulate creaky stairs. - DONE

R05\_0003.wav = Rubbing clothes against walls. - DONE

R05\_0004.wav = Walking into indoor door. - DONE

R05\_0005.wav = Walking into front door. - DONE

R05\_0006.wav = Playing with cardboard packet to emulate opening clock. - DONE

R05\_0007.wav = Hitting key against glass pot, pick up key sounds. - DONE

R05\_0008.wav = Turning car engine on/off. - DONE

Extra notes:

Grass footsteps, I layered on the grass emulation and the carpet emulation on top. Slightly reduced volume of grass emulation. Grass emulation was done by walking my trainer on plastic bags.