[Misioneros Studios]

CITM  Videogames Design & Development - Projecte II

Audio Bible

Contenido

**Description of the music/audio style**

**Music Style:**

Music will be not energetic and calmed while navigating through the map, we will use an ambient music depending on the zone the player is.

Closer to a city: Sounds of city movement, workers, construction, voices.

In the middle of the map: Sound of the wind, birds, an ambient music.

Closer to the sea: Sounds of sea waves along with the ambient sounds.

Music will intensify and get more energetic when we get into battle.Depending on the religion the player is facing the song will be different. For example, if he is into battle against the vikings we will be playing a song that feels like viking battle and remains the player to the vikings.

There will be three different songs for battle:

·Catholic battle.

·Greek battle.

·Vikings battle.

We will take the music from Open sources online, or we can extract it from an RTS BSO that fits.

Implementation: Music will be a cross-fade parameter. We can add some ambient sound and fx combined with music in certain situations.

**Sound design:**

The game sound will be medieval because is the style that fits better in our game.

**Interaction:**

 For different actions in the game there will be fx. For example, if the player starts constructing, with his interaction with the UI, obtaining different points.

**Enemies:**

The different music between a battle and another will be depending on what religion is facing the player. For example, if he is fighting the viking, viking battle music will be sounding. The music will be playing along different FX sounding during the battle of the different troops that are in it.

**Sound FX:**

There will be many different sound FX, depending on what the player is doing or what he is interacting with.

In our case the player will have no sound, only if he is going to battle his troops will have the sound of moving and fighting.

The game will not have dynamic sound, since it is an RTS there will be transitions of music between calmed situations and battles or the player moving through different parts of the map.

**Technical and management parametres**

**Technology:** In our case since we’re not making the music,so we won’t be using any music production program ,the important thing is to use the same format and names. Format will be “.ogg” for the music and “.wav” FX.

The name we will use is for music is music\_situation.ogg, according to the situation the player is in. For example: music\_BattleGreeks.ogg, music\_OpenField.ogg.

For fx will be fx\_situation.wav. For example: fx\_ChaoticPoints.wav, fx\_BuildingChurch.wav, fx\_MynotaurAttack.wav.

For the UI we will make a different nomenclature to not have the in-game sounds mixed with it.We will use fxUI\_SaveButton.wav, fxUI\_ClosingMenu.wav.

**Audio Channels:**

For now we won’t need more than 5 layers for the audio since our game won’t be very dynamic.

**Layer 0 Ambient sound/Music:** In this layer we will work on the transition between different parts of the map and the battles situations. Playing and stopping each music for the differents situations/ubications. When the player travels the first track will fade out while a new track fades in.

**Layer 1 Sound traveling:** If possible, when the player is moving across the map we will try to recreate the sound of a 3D environment using the song of the place the player is in, and in this layer the song of the place he is close to in a lower volume to recreate this sensation.The sound can travel through a four-speaker system, complete with a parameter list defining each sound’s path and travelling speed.

**Layer 2 FX:** The FX’s and sounds that will complement the ambient sound. Such as building, obtaining points...

**Layer 3 Player actions and NPC’s:** Tracks related to the troops, civilians, monsters and combat. Including UI and destruction sounds.

**Layer 4 Game Events:** Music that plays when there’s a combat or an special event.

**Implementation:**

We will not produce the audio and we will implement it directly to the code to control when every FX/Music plays.

**Design production checklist:**

**Personal Continuity/Quality:** There will be one Audio director in the group. Working with the designers to implement correctly the audio in every part of the game, the code members to implement it in the code and the UI manager to get the correct audio sounds for the UI system

**Technical Continuity/Quality:** The audio manager will be responsible of making sure that all the audio is in the right format and the right name. Also will be responsible of checking if it works on the software the game will be played.

**Overall testing:** The audio manager and the QA manager will be able to test the different parts of the game where the audio wants to be checked.

**CPU performance testing:** The audio Manager will be responsible of checking if the game performs worst because of the many audio files playing simultaneously, and will work along the Code manager to optimize the audio performance if necessary.

**Limits testing:** The sound system must be check continuously. Focus on if the player turns on and off the music. Check how many sounds can be played at the same time. And what happens if the sound is played by different sources simultaneously.

**Relevancy:** The audio manager will be responsible of the relevancy of the important areas to focus from a programming perspective, and decide if it’s important to work on the improvement of that area or not.

**Technology limitations:** Audio manager is responsible to understand the project limitations, although the software limitations to work with the audio and cause the less performance issues.

**Music and effects, which and where:**

**Navigation:**When the playing is navigating through the map there will be different ambient tracks.

·Open field

·City

-Greek

-Catholic

-Viking

·Sea

·Approaching enemy zone

**Player actions:**

·Obtaining resources

·Clicking to do some actions.

·Choosing buildings

·Choosing troops

**Effects:**

·Constructing Buildings

·City sounds(Blacksmith, people talking…)

·Troops moving

**Battle:**

·Going to battle

·Fighting different religions

-Battle Vikings

-Battle catholic

-Battle Greeks

**Troops:**

·Combat

-Assassins

-Barbarian

-Spear soldier

-Melee greek

-Explorer

-Viking elite troop

-Greek elite troop

·Religious troops

-Cleric

-Monk

-Missionary

-Priest

·Greek

-Centaur

-Chimera

-Cyclop

-Harpy

-Minotaur

·Vikings

-Draught

-Fafnir

-Jotnar

-Mare

-Valkyrie

**Obtaining points:**

-Obtaining chaotic points

-Obtaining lawful points

-Prayers

**UI:**

-Pause

-Start button

-Interaction with menu buttons

-Exit game

**References**

For the audio in this project, including, music, FX and UI sounds, we will be using Online Open Sources such as:

·https://opengameart.org/

·https://freesound.org/

·https://www.noiseforfun.com/

·https://incompetech.com/music/

·http://raisedbeaches.com/octave/

·https://www.playonloop.com/

·http://www.bensound.com/

·http://www.freesfx.co.uk/

If needed we can create our own sounds using an Open Source program that allows you to create your own samples:

·http://www.bfxr.net/