Chayanne Quezada

In the creation of this short RPG experience, It would serve as the beginning to an RPG adventure. The player would find themself atop the mound as a starting point and make their way down to explore the unknown world around them. This would be an introductory level for players to get into battling monsters as well as moving within the environment. Games that follow this style and would be references are games such as *Pokemon*, *Final Fantasy* and *Loop Hero*. Sounds used have been created by myself as well as edited sounds from Freesound, all made to encompass the classic RPG feel and maintain the sense of excitement.To maintain an equal volume balance, they all have been set to follow the standard level of LUFS to not overpower one another nor be too loud for the player. FMOD’s loudness meter had maintained this and allowed for certain sounds to be more perceivable than others. The following sounds are placed in their order within FMOD with a description of their creation and origins.

**Forrest Background:**

Based on noises normally heard in a forest. Composed of wind blowing and tree sways as well as a myriad of bird chirps. The bird chirps vary in volume to emulate the feeling of these birds being all around and at a distance from the player. Through FMOD, a scatterer instrument would space out these calls and randomize their sound while the breeze and sway from trees played over the back. This gave more of a real feeling to life within the game. Sounds included are from

Bird Whistling, InspectorJ : <https://freesound.org/people/InspectorJ/sounds/456440/>

Bird 3, Johnderekbishop: <https://freesound.org/people/johnderekbishop/sounds/473949/>

Baby Bird Chirp, passAirmangrace: https://freesound.org/people/passAirmangrace/sounds/340861/

Wind Noise, Jorge00000: <https://freesound.org/people/jorge0000/sounds/361053/>

**Menu Traversal:**

Sound was created by me striking a metal cup, this to get a bell ring effect and pitched up. This gave that quick sound effect to act as a menu traversal. Minor distortion effect to give it a more old style/rpg sound to it.

**Background Music:**

Music is by David Fesliyan done in an 8-bit chiptune as most music was for games of this type. Parameterized in FMOD to increase when the player is in the main world. If other areas were created, it would lower in volume as the transition from one location to another. Is from within the public domain located at https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6

**Battle Music:**

Music is by David Fesliyan done in an 8-bit chiptune as most music was for games of this type. Parameterized in FMOD to increase when the player is in battle. Is from within the public domain located at https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6

**BuildUp Enemy:**

From freesound and modified to be lower in pitch and sped up. This would play for the enemy before they attack. Players would anticipate an attack and hope for the enemy to miss. Sound effect is Laser Charge, DrMrSir: <https://freesound.org/people/DrMrSir/sounds/529554/>

**BuildUp:**

From freesound and modified to be higher in pitch and sped up. This would play for the player before they attack. Players would make an attack and hope for a hit, or in some cases a critical. Sound effect is Laser Charge, DrMrSir: <https://freesound.org/people/DrMrSir/sounds/529554/>

**Critical Hit:**

Made by striking a metal cup to get that high pitch and interesting sound. It would play when the player uses their special attack or if their normal attack randomly becomes a critical. Minor distortion added for a more RPG style effect.

**Dialogue**:

Clipped from a high pitch noise made by the cup and has fade applied to front and end to reduce the harshness of it. This plays as the character speaks before challenging a monster and the planned NPCs. Verberate added to help reduce the harsh effect.

**Enemy Defeated:**

Uses the swing effect leading into the enemy falling and grunting defeated. Sounds were made by using a microphone and editing down the pitch. These were then edited to reduce background noise and added a bit of distortion.

**Health**:

Made by looping a beat by tapping on a metal surface. It is parameterized to increase in sound and pitch as the user loses health in a fight. It is reminiscent of a heart beat and would indicate to the player that they are closer to death. This brings up the intensity in a battle to really get the feeling that it was hard fought.

**Player Is Hit:**

Using Swing hit as well as lowering the pitch of my voice. This plays when the enemy hits the player and they take damage. After the grunt, two thumps are made to represent the decrease in health adding on the feeling that the player has suffered a large hit. Created by tapping on a plastic container and pitched down.

**Swing Hit:**

Made by recording a wind blowing on the mic and the tap on a plastic container. This would be for when the enemy is hit leading the player to feel accomplished that there was a connection to the attack. Pitch would be raised for the wind and then lowered for the hit.

**Swing Miss:**

By recording the wind blow and increasing the pitch very slightly for a more RPG effect. This plays when the player or enemy misses allowing for the player to feel either saved or distraught over who had missed.

**Walk:**

Made by switching between two steps of audio edited from freesound. Would be of a person walking on the gravel and dirt road one normally walks on in a forest setting. Pitched down and clipped to get independent steps.

Going on a forest road gravel and grass, Straget: https://freesound.org/people/straget/sounds/411206/