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Project Proposal

For this project I would like to create audio assets for a game I will create. The idea that I am interested in would be to create a game similar to classic-style RPGs. but done on a smaller scale within Unity. This would include events such as dialogue, UI Interface, battles, background ambiance. This will include all sound effects that are fitting of this game genre as well. The audio would most likely be in the 8 to 24-bit style as many were in the time period and should be distinguishable compared to a single "beep" or "blip".

Achieving this style in Reaper and FMOD would make use of distortion add-ons featured in the programs as well as adjusting the frequency of the output. This being similar to having voices appear from a radio. This effect would mask over the majority of the audio as if it were a game from that time. In relation to direct gameplay, the character would use sound for acts such as swinging a weapon (hit and miss), walking, powering up, and environment interaction through the interface. Enemies will follow the same requirements but appropriate to their design. These sounds can be composed of various thunks and high pitch chimes through fades and pitch adjustments. Background ambiance would use FMOD's randomization of effects while looping. This makes it seem like a live environment whether it be in a forest or cave.

In creating the game itself, major aspects would be a UI, battle sequences, and a form of dialogue, most likely from player to a stationary NPC. These are where the sound effects would be most noticeable for they are the bulk of the game.

GitHub Repo: https://github.com/CQuez/Interactive-Game-and-Audio-Project