Spaceship Pilot

– auditory display assignment –

Alex | Dru | Lars | Moony | Robert

CONCEPT

Inside spaceship cockpit

Land on distant planet

Steer and decelerate

Fuel is limited

MAPPING

General

Distance to planet	Float	maxDistance - 0	Short, synthetic beep	Dynamic interval	Frequency, interval duration
Horizontal direction to planet	Degrees (float)	-90 - 90	Short, synthetic beep	Dynamic interval	Spatialization, stereo pan
Speed of spaceship	Float	0 - maxSpeed	Rumbling engine-like loop	Continuous	Volume

Slow-down

Is slow-down activated?	Bool	true, false	Depleting liquid loop	Continuous while activated	---
State of fuel	Percent (float)	100 - 0	Electronic voice	On reaching certain values	Content

Landing

Successful landing	Event	---	Soft cong, metal hits surface	Once on event trigger	---
Failed landing because high speed	Event	---	Loud explosion	Once on event trigger	---
Failed landing because missed planet	Event	---	Synthetic error sound	Once on event trigger	---

ROLES

Alexander
3D environment

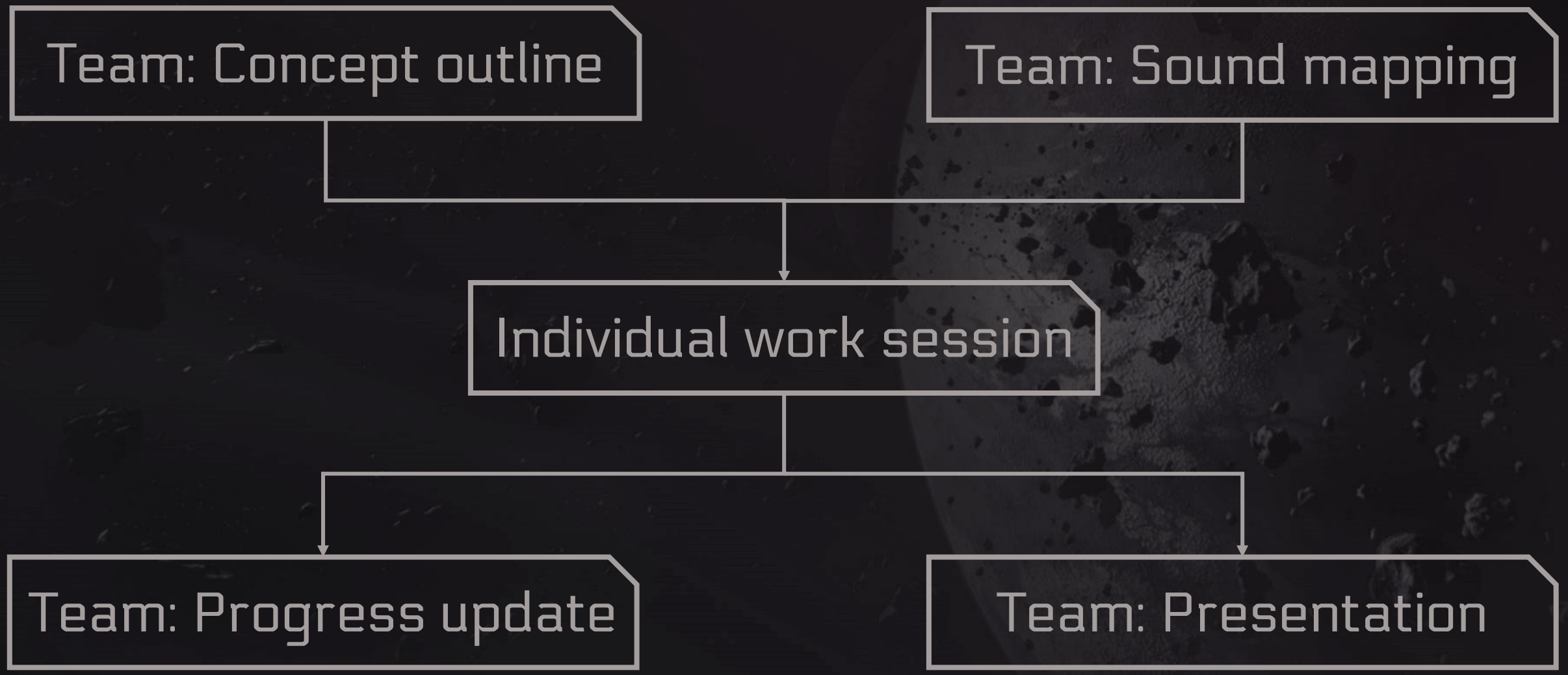
Alexandru
Gameplay code

Ignacio
Sound implementation

Lars
Finding and editing

Robert
User interface art

PROCESS


Team: Concept outline
Team: Sound mapping
Individual work session
Team: Progress update
Team: Presentation

POST-MORTEM

Learned to create seamless loops

No time to experiment with VCV Rack

Adequate sounds for variety of information

Only one person responsible for sounds

Playable without the visuals

Had to use voice lines for fuel state


THANK
YOU
Alex
Dru
Lars
Moony
Robert