

# SPACESHIP PILOT

- auditory display assignment -

Alex

Dru

Lars

Moony

Robert

# CONCEPT

Inside spaceship cockpit

Land on distant planet

Steer and decelerate

Fuel is limited

# M A P P I N G

## 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

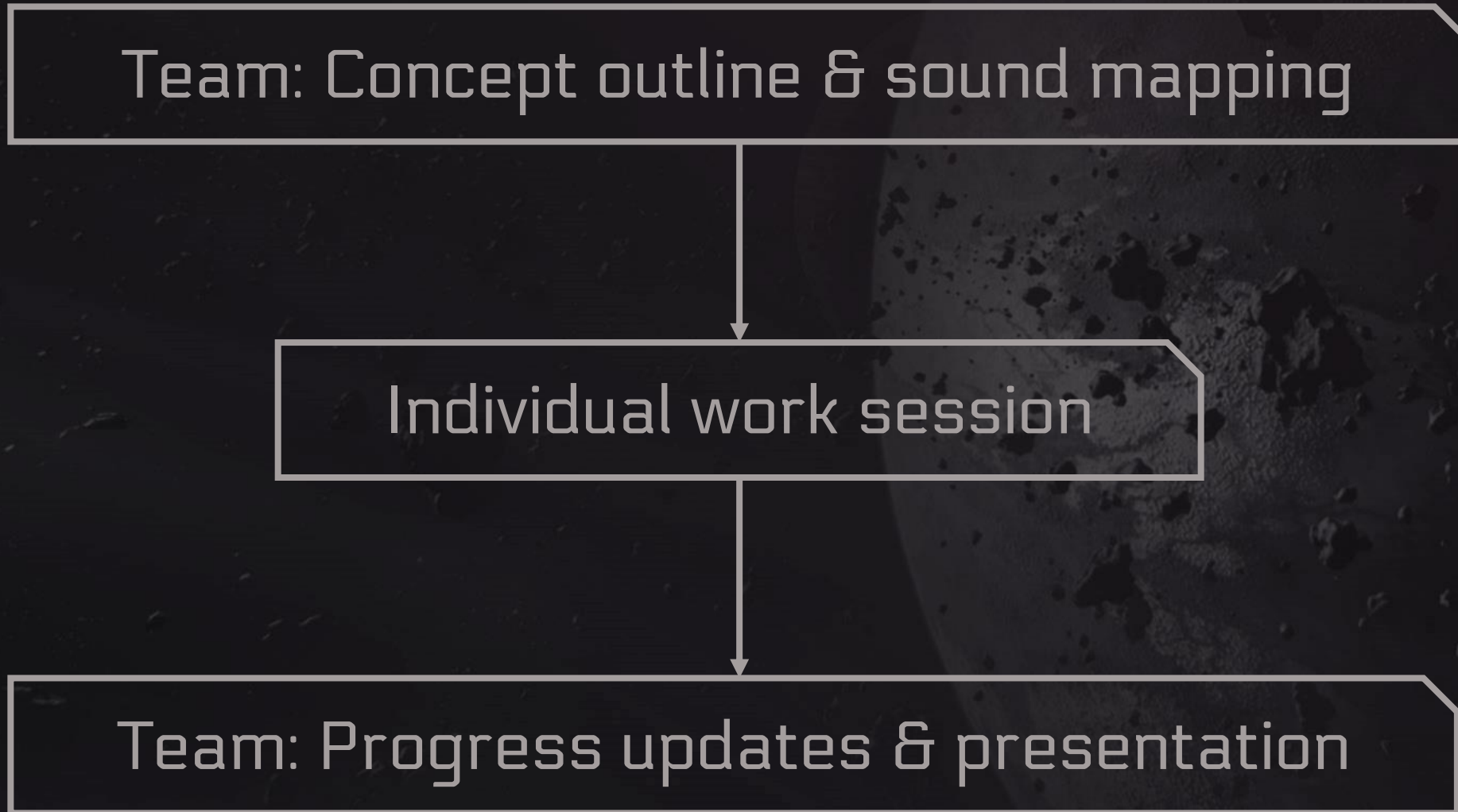
Lars

Finding and editing

Robert

User interface art

# P R O C E S S



# 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