Group 5 - Sound Design Document

# **Members of project**

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# **Overview**

The wanted mood for ‘Ah, My 2 Legs’ is that of a **lighthearted, simplistic** soundscape, **that isn’t cartoonish**, which represents the gameplay and its atmosphere. The game itself is about a legless individual using a slingshot to navigate themselves around a prison, with the strange concept in mind, a lighthearted soundscape compliments the games mechanical atmosphere.

The needed sound effects are going to primarily be tied to the main player controller. Which needs a accepted-launch, denied-launch, no energy, clock sound, and a finish line sound effect. Other will be detailed in the Assert List attached.  
  
Summary of High Level  
Clean and simple sounds. Light hearted and joyful. Light tone colour. Exception is the timer, which has a lower tone to create minor tension. Most sounds will occur due to the player’s direct interaction. Some audio effects will have their pitch adjusted by in game factors.

**Theme:**

**Setting:**

## **Mood Board**

**Example Player Sound Effects**  
- [Comical Sound Effects](https://youtu.be/GHp9OzIJwn8)  
- [Whoosh Transition SFX](https://youtu.be/cVFsoBMkpGk)  
- [Buzzer Wrong Answer](https://youtu.be/FRpq7o1mKXY)

**Example BGM Sounds**  
- [Jetpack Joyride Main theme](https://youtu.be/WyVyibeMgyo)  
- [Amiss Abyss DK Country](https://youtu.be/2YfA_jd2klQ)  
- [Able Sisters Animal Crossing](https://youtu.be/ua76q5zwv2k)

**Example UI Sound Effects**  
- [Ticking Clock](https://youtu.be/u_jz6lJoG-c)  
- [Clean Wall Clock Ticking](https://youtu.be/nZFFjn9nOwU)   
- [Clock Ticking Noises](https://youtu.be/Qgsy8BEsLzg)

**Visual Aids**

