Sound Design Document

# **Overview**

The expectation for the sounds for the game ‘Ah, My 2 Legs’, is to create a lighthearted, but responsive soundscape, that compliments the games atmosphere. The game is about a legless person navigating a prison by using a slingshot attached to their body. With this comical theme, the soundtrack and sound effects should also represent this expected mood.

The sound effects required will primarily be for the player controller and the timer. The timer’s sound effect is mainly to emphasize its importance to the player, but not to be so distracting as to pull players away from the gameplay. The player controllers sound effects are to give satisfactory audio feedback to the users that their inputs are being registered. Such as a sound effect for not being able to sling themselves, and a sound effect for colliding against the environment at certain speeds.

## **Mood Board**

**Example Player Sound Effects**  
- https://youtu.be/GHp9OzIJwn8  
- https://youtu.be/cVFsoBMkpGk  
- <https://youtu.be/FRpq7o1mKXY>

**Example BGM Sounds**  
- <https://youtu.be/WyVyibeMgyo>  
- https://youtu.be/2YfA\_jd2klQ

**Example UI Sound Effects**- <https://youtu.be/u_jz6lJoG-c?t=12>  
- <https://youtu.be/nZFFjn9nOwU>  
- https://youtu.be/Qgsy8BEsLzg