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.

## **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