**Audio Manager**

Daniel - 22/9/23

| **#** | **Description** | **Author** | **Date** |
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| 0.1 | Initial revision | JS | 1-Jan-1970 |

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# **Goals**

*("Why" -- explain why this feature is important and what it must achieve in order to be successful.)*

Key goals include:

1. Create an audio manager for the game
2. Obtain sound effects to be used in the game
3. Have the sound change depend on location (example: footsteps changing when going over rock, dirt or water)
4. Help enhance the game experience with the chosen sound effects

# **Dependencies**

*("Where" – Identify where your feature overlaps, depends, or supports other portions of the project [features, art, level design, etc]. Be as detailed as possible here, and provide a plan for how to handle these dependencies.)*

**Dynamic UI** - Have UI elements make sound to give tactile feedback to the player when navigation the UI

**Animation and Particle Effects** - Pair audio with animations to improve the presentation of the game

**NPC AI Systems** -The NPC AI may have an action that needs a sound to play

**Combat Systems** - Play different background music when a fight starts and other sound effects

# **Requirements**

*("What" -- clarify what must be delivered to successfully meet the goals, as well as any additional constraints and requirements as appropriate.)*

A completed Audio manager script

Functions in the other scripts that trigger specific sounds from the audio manager

A system that detects the kind of material units are moving on top of and applies the appropriate audio filter.

Appropriate sounds for the game.

**Technical Approach**

*("How" - what is your proposed strategy for meeting the requirements? Provide enough detail to evaluate the approach. Need not be a full-on technical design, but should be detailed enough to either start development or guide a detailed technical design when needed.)*

Have an Audio Manager script that plays all sounds, the sounds it will play will be assigned in the variables of the script of the object the sound is meant to come from.

The Audio Manager should be a singleton.

# **See Also**

*(Further reading and reference material as appropriate. Link external web sites, internal docs, etc. with a brief description to explain why it's relevant.)*

<https://youtu.be/tEsuLTpz_DU>

<https://youtu.be/QL29aTa7J5Q>