

Group: Pass this course

CMPM 151

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Final project writeup

This is a horizontal adventure game. In this game, the player can control the character move to the left, right, or jump to participate in the game. The purpose of the game is to get the golden apple and reach the destination. When the player playing the game, the audio of the game will bring an immersive game experience, especially powerful control of the player's actions and attention. All audio is an indispensable part of the game.

The non-diegetic element of this game is the background music. The aesthetic of this game is classic, easy and cute. Because of that, the BGM as the non-diegetic element we make it sounds lively.

Also, the audio effects of the game will respond to every action the player makes. We added sound effects to the action of jumping. When the player controls the character to jump, the 'jump audio' will respond to this action. When the player finishes the first mission, get the golden apple, the 'apple audio' will be played and tell the players they get the apple. In the end, when the character arrived at the destination, the 'victory audio' will play with background music at the same time, which means the player wins the game and game over. We also design the death sound effect of the game. When the character falls into the water, the character will get damage and death. The 'dead audio' will respond to this action.

When the player wins the game, they should be very excited and happy. In order to fit this state of mind, in the 'victory audio', we imitate the sound of a trumpet. The trumpet always gives people invigorating feelings of joy. The 'victory audio' consists of twelve syllables and we used a lot of 'vline~' and 'delay' to control when the audio played, how long it lasts, and when it stops. The action of the jump is very short. That means the 'jump audio' should be short too. We need to avoid that, the second action has been entered, the audio of the first action still playing. Based on this, the 'jump audio' we make lasts very short. All the voices played in 220ms and create a sense of air to simulated jump.

Different from the 'victory audio', the tone of 'dead audio' seems to be heavy. In the design of the pitch frequency, we make it lower and lower. But this is a lively game, we don't want the player feels any sad elements in the game. This is why we imitating the sound of the French horn. The immersion is an important part of the game and we have immersion present in the sound design. Jump, dead, get items, the audio effects of the game will respond to every action the player makes.

Unity design:

Tingyuan Lu, Ricardo Zhou: Game design, game scene design.

PD design:

Jiahui Li: Sound design of background music, jumping and eating.

Daniel Zhong: Victory and defeat sound design.