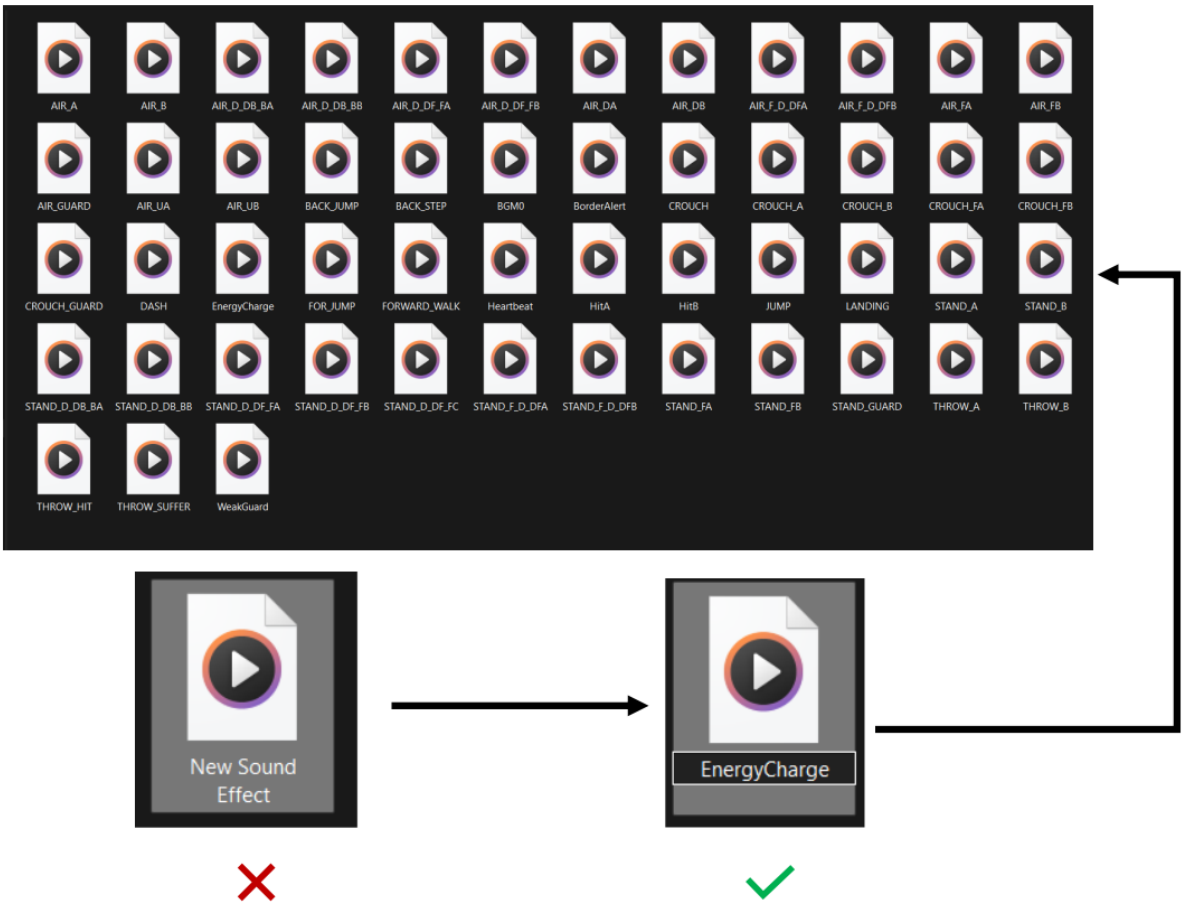
Instructions on Sample Sound Design

Only Changing the Sound Effects:

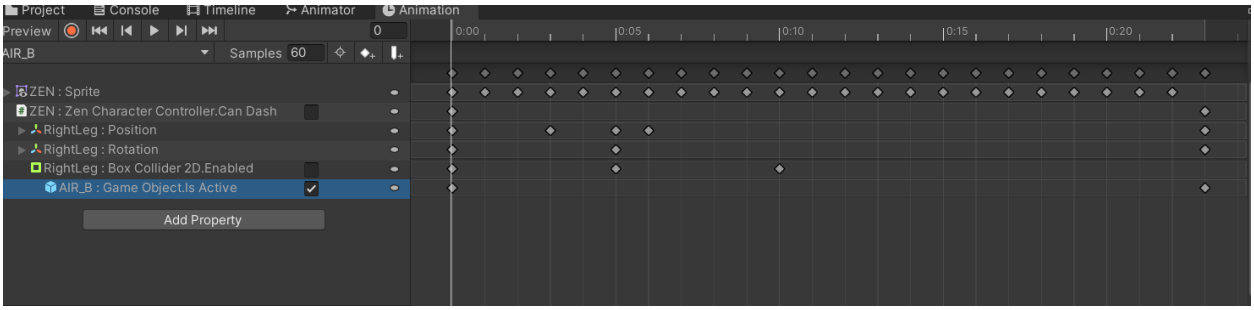
For the sound design track of the DareFightingICE competition, the simplest sound design you can create is to create or find sound effects for each action of the character and overwrite the previous sound effect with your own sound effect.

The sound effects can be found in “DareFightingICE/data/sounds” folder. While changing the sound effects make sure not to change the name of the sound effects as the names are extremely important. All the sound effects must be in .wav format and the sound effects should be mono unless you have changed the source code.



Sample Sound Design:

The sample sound design is the winner sound design from the 2023 competition. There are a total of 51 sound effects in the sounds folder including the background music. For the sample sound design, some sound effects are the same for similar moves. Since DareFightingICE is in Unity, to know more about audio in Unity please visit this link. The sound effects in DareFightingICE currently play with animations as shown in the example below.



Since there are extensive guides available online regarding Unity and audio in Unity, we feel that is it unnecessary to give detailed information regarding audio in Unity here.

Instructions and Tips

Here, we are going to give you more details about how our Sample Sound Design works and how you can modify certain things to make it better. Keep in mind that these tips are just general suggestions to give you an idea of what you can do while making your own sound design.

```
// Special Sound effects Part
// heartbeat for player1
if (character[0].GetComponent<ZenCharacterController>().Hp < 50)
{
    P1HeartBeat.Play();
}
// heartbeat for player2
if (character[1].GetComponent<ZenCharacterController>().Hp < 50)
{
    P2HeartBeat.Play();
}
```

The above of this piece of code is to play the “HeartBeat” sound effect when the player’s HP goes below 50. There is room for improvement on this. You can change the frequency of the sound effect as the HP gets lower and lower giving the Visually Impaired players the information that they are getting closer to losing. (FightingController.cs)

```
//Energy Increase for PLayer1
if(character[0].GetComponent<ZenCharacterController>().Energy >= 50)
{
    if (character[0].GetComponent<ZenCharacterController>().Energy >= P1EnergyLevel+50)
    {
        P1EnergyLevel = P1EnergyLevel + 50;
        P1EnegryIncrease.Play();
    }
}
//Energy Increase for PLayer2
if (character[1].GetComponent<ZenCharacterController>().Energy >= 50)
{
    if (character[1].GetComponent<ZenCharacterController>().Energy >= P2EnergyLevel + 50)
    {
        P2EnergyLevel = P2EnergyLevel + 50;
        P2EnegryIncrease.Play();
    }
}
```

This code is to play the “Energy Change” sound effect once the player’s energy goes over 50 from the previous time it was played. The Improvement that can be done here is similar to the HeartBeat sound effect. You can increase the frequency when the energy gets to 100, 200, and 300, to give the Visually Impaired players the information that their character's energy is at a higher level. (FightingController.cs)

```
Unity Script (2 asset references) | 0 references
public class BorderDetection : MonoBehaviour
{
    public AudioSource BorderAlert;

    Unity Message | 0 references
    private void OnCollisionStay2D(Collision2D collision)
    {
        if (collision.gameObject.CompareTag("Player1") || collision.gameObject.CompareTag("Player2"))
        {
            if (!BorderAlert.isPlaying)
            {
                BorderAlert.Play();
            }
        }
    }
}
```

The above code is from “BorderDetection.cs”, it is used to detect if any player is colliding with the border. If the collision is true then play the “BorderAlert” sound.