**Emily Zeh**

**Interactive Game and Audio Final Project**

**Game: The Lawn Con**

**Game:**

The Lawn Con is a simple Unity game that aims to teach the player about how to make their yard/garden more environmentally friendly. The player can choose from a selection of tiles (grass, flower, moss, etc) and make a 5x5 grid lawn. The player then performs two actions (mowing, weeding, watering, etc) each day for one in-game week. The results of their actions are tallied up at the end of the week, and the player can achieve a bad, neutral, and good ending. Either way, they are given tips and advice on how to better care for their lawn in a way that is good for the environment.

**Sound Work:**

Most of the sounds that would fit in this game are simple sound effects, like an engine sound when the player performs the “mow” action, or water dripping when they choose to “water”. It would also be a good idea to have an interface selection noise that plays when an action is selected so the player knows that the action is ready to be performed. There is no dialog in the game, but for the three endings there should be music that plays to identify which ending the player achieved, perhaps just a couple of notes in a Midi track. A simple background ambience track would also work well, with randomized sound selections of birds chirping, wind blowing, etc. The basic sound effects could have a bit of parameter randomization, but I’m not sure that would fit well as all the actions have the same effect each time they are used, and altering the sound could imply a different result.