

Music and sound is an essential part of the game-play experience of “ARC: Advanced Racing Construct”. The game is set in a neon lit, futuristic dystopia, so it is only appropriate to use exclusively electronica. In fact, I would go so far as to say that all of the music, sounds, and ambiance should be strictly electronic and inorganic, so that when there is a need for narration and some dialogue, it should cut sharply in contrast with the rest of the sound environment. I have chosen a song from a little known artist named NAKANI86 for the intro/title screen music. Their song ‘MOSS’ helps set the futuristic tone and I particularly enjoy it because it gives me strong ‘Need for Speed’ and nighttime driving vibes. Because it is a smaller indie artist, securing rights shouldn’t be challenging.

Another acoustic element that I would incorporate is the use of ‘escalating pitch’ sound effects. Modern slot machines, particularly those that have a ‘progressive jackpot’ use this technique to build suspense and anticipation (please see attached sample) for the player.

The first positive sound, let's say when you hit one lucky #7, is a high but fairly neutral note; it catches your attention but it doesn't make you particularly excited. But as the wheels continue to spin, the sound of wheel spinning rising in pitch, sometimes getting actually louder too, until the second lucky #7 slots into place! Once this happens we hear the same sound as the first #7, but this time it has crescendoed to a higher pitch, and perhaps even grown in depth with more layers being added on make the player that much more engaged and hopeful. This crescendo continues to build, and if it really is your lucky day, you hit all three #7s and the machine erupts with immense sound and positive happy loops.

A design goal would be to incorporate this ‘escalating pitch’ technique into game-play. It is possible to do this for multiple segments of the game, but the most fun and engaging implementation would be to use it as way to signify combos growing in number. The first time a player links together to turns, or hits a power-up, you get hear a neutral noise, but as you score the second, the same noise becomes amplified, higher in pitch and more densely layered with positive tones. This would pattern would continue until either the combo is broken or the max number is reached, in which case it resets.