Jack Carrig IGME 671

Final Project Proposal

For my final project, I will be modifying the *Asteroids* game that I made for my IGME 202 class. Currently, there is no sound present in the game, so all of it will need to be provided in this project. I will need sounds for the player’s ship, including movement, using pitch modulation for acceleration and deceleration. The ships main laser should have a singular sound with some randomization. When the player is hit, the first two are blocked by shields, so they should have a different sound than when the player is destroyed. The asteroids will need sounds when they are shot and destroyed, and will also have some randomization. The main game will have some ambient sound which changes with the number of asteroids, and some kind of clicking/selection sound will be needed for the menus.

[Spreadsheet](https://docs.google.com/spreadsheets/d/1cmFCQ-g4cn7WIfnZAR9EQ3fb0f8l2eNkiSLnrqKc8yI/edit?usp=sharing)

[GitHub](https://github.com/JAcarrig/IGME671-Final-Project)