For my project I will be designing audio for a 2D Unity game I made as a for-fun project between co-ops last fall/winter called Blub! (Link to the game’s repo: <https://github.com/JBDdev/blub>). Blub! is a prototype for a 2D physics-based platformer where the main character rolls around to move and stretches into an ovular shape to bounce and overcome obstacles. The game is currently set up with test geometry such as ramps and platforms but I plan on developing the game further outside of the context of this class. Sound effects and interface sounds are going to be the primary scope of my audio design for this project. One of the things I would like to include is a sound effect that plays when the main character completes a half-rotation of movement in either direction to help players get a sense of their speed and their character’s orientation. Chibi-Robo on the Gamecube did a similar type of concept with footstep movement but aligned the pitch of each sound with a pentatonic scale such that it create this ‘generative melody’ (Example: <https://youtu.be/7i4YCupUEVk?t=63>). I think it would be interesting to leverage FMOD to do something similar with the rotation of my character by pitching up and down the sound effect I create to relate to a pentatonic scale in some fashion. I also want to implement sound effects for the action of stretching and compressing the character between ball and oval forms. Additionally I would like to create some interface sounds in advance for selecting menu options and confirm buttons as my next step in building the prototype from a programming standpoint is to work on the pause menu and upgrade collection so having these done in advance or in line with development would be incredibly useful.

Repo Link: <https://github.com/JBDdev/blub_audio>