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Class Exercise 9

The design philosophy is based on players understanding what they have done in a simple and effective way. These sounds would trigger when some sort of action occurs, and the game does not necessarily let you know sonically. This will improve attention to the game as it further signifies what your character is doing and if you are being damaged and whatnot.

List of Information

* Player movement
* Player collect coin
* Player open shell
* Player swim in shell/get new question
* Player get hit by jellyfish

For player movement, we will have the sound of movement within water to emulate the fish is swimming within the water. This allows the player to form a stronger bond with the character and understand its movement better. Player collect coin is a simple checkmark sound that reflects the character did something positive. Player open shell can be the sound of a chest opening or maybe a door opening indicating a passageway has opened up if they wish to take it. The swim in shell should be the sound of lots of bubbles separate from the movement sound to indicate the movement did something different. Finally, the player get hit by jellyfish we can have a shock sound effect that resonates electricity and danger. All of these combine to create a cohesive audio environment that allows for the player to get a better understanding of the game.