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IGME 671 Final Project Proposal

The game is a recreation of the classic arcade game, Asteroids. Set in space, the player controls a spaceship that can shoot bullets/lasers at floating asteroids. If a large asteroid is hit, it will break into multiple smaller asteroids. If a smaller asteroid is hit, it will disappear. The player has 3 lives, and loses a life upon colliding with an asteroid.

My initial analysis of the sound work that needs to be done is as follows.

For Sound Effects:

* Thruster sounds for spaceship moving
* Firing sound for shooting
* Breaking sound upon large asteroid being hit
  + Alternative sound for small asteroid being hit
* Sound for gaining score
* Low lives sound
* Sound for ship colliding with asteroid

For ambient sounds / Music

* Space / Sci-Fi themed

For Dialog

* Possible Voice Over sounds
  + Game Start / Game Over

For interface sounds:

* Pause / Resume "dings"

Using FMOD to randomly choose different sounds to be played upon hitting or destroying an asteroid may be useful. The same could be done for ambience sounds. Parameterizing the players lives left to increase playback of ambience or the low lives sounds could also be a good use of the middleware. Another way to use FMOD would be to have the thruster sound build up and then loop at a certain point.

Shared Asset list link: <https://docs.google.com/spreadsheets/d/1aaZUMNle69PluljpUmHqtqbfwHmDfKzs2vtQfQCTmA8/edit?usp=sharing>

Github repository link: