[Dashboard] [GO] Game Overview
Big picture game overview elements to be reviewed often.
Seek feedback from people to your game vision, purpose, and design strategy to see if they react positively to your wording and message, and iterate as needed.
Innovative games requires strong understanding of the tools and principles of good gameplay, narrative, art and sound to know how to use it or break it to create a desired outcome.

Game Vision *What the Game is.*

Game Title

Current Game Title	Potential Game Titles	Genre	Modes of Play	Platform(s)	Release Date
• Djaa (meaning land or home).	1. Rites of Passage. 2. Manta.	• 2D action-adventure Platformer.	• Single-Player.	1. Mobile (Android/ iOS). 2. PC (Windows/ Mac).	• Jan-Feb 2024.

Logline (*Examples*)

1 sentence describing what the game is to entice someone to play or join the project that focuses relevant strategies to realise it. Iterate regularly to get it right.
Logline Elements: Protagonist (use adjective, not name), protagonist active goal, antagonistic force, stakes if protagonist fails, and urgency. Don't reveal ending.

• A boy seeking the warriors path for glory is thrusted into an unknown world, and must learn the wisdom of his ancestors to return home.

Tagline

6 word story for marketing purposes to intrigue an audience to know more by knowing what's exciting and unique about your game.

• Holy grail unveils who you are.

Scope Overview

3-4 sentences describing what and how the game will be delivered as to gameplay, narrative, art and sound that is engaging and unique as an elevator pitch to entice someone to play or join in the creation of the game project that focuses relevant design strategies to realise it.

• 2D single-player action-adventure platformer released in Jan-Feb 2024 for mobile (Android/ iOS) and PC (Windows/ Mac) for audience ages between 12 to 17 that explores aboriginal tribal culture through the eyes of a driven, shy and arrogant boy (Budburra) during initiation (rite of passage) who is seeking to become a powerful warrior for glory to prove his honour.
• In and over his head, Budburra ignores the commands of his uncle (Babun), and gets lost in the bush to then be transported to the dreamtime. Budburra must learn the timeless wisdom of his ancestors by exploring and surviving south east Queensland landmarks in the dreamtime to become the warrior the tribe needs to return home.
• Player embodies Budburra with intuitive flow of hunting, gathering and platforming gameplay with stylised realistic art style for the physical world, and aboriginal dot paintings in the dreamtime (spirit world), with authentic aboriginal instrumental music to represent characters and their journey that conveys a playful, empowering and mystical tone.

Game Purpose *Why the Game is.*

Theme

Compelling question that inspires the team and the player to seek and complete the game to know the answer to that is the theme for the game's story.

Thematic Question
What is the thematic question about life and reality that inspires your creativity to explore, potentially answer, and express related to the games vision?

• What is the aboriginal tribal cultures timeless wisdom to live a wise life?

Theme
What is the universal truth answer to the thematic question that is the theme for the games story?

• Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.

Business Case

2-4 sentences describing why (benefits) the game should be made for the target audience and team that inspires team motivation towards project completion.
Is it to entertain, educate, inspire, increase awareness, show a perspective, social inclusion etc?

Player Experience Goals
Desired experience target players receive during and after playing the game as to playstyle (fun type), emotions and understanding (knowledge, ideas and wisdom).

• Explore and learn the wisdom of aboriginal culture (specifically Gubbi Gubbi people) by undertaking a rite of passage towards becoming a powerful warrior in a new unknown world (dreamtime) to nurture the tribe and its land that feels authentically playful, empowering and mystical to inspire young people to do the same.

Team Experience Goals
Desired experience team members receive during and after completing the project that's fulfilling, resource viable, and utilises teams values, strengths and skills.

• Work on a meaningful game project that has a clear vision and purpose with a respectful team suited to each individuals skill level to produce team flow that feels intrinsically and sustainably satisfying with zero crunch that advances the teams skills and careers.

Experience Metrics
How the player and team experience goals will be accomplished, and what playtesting and team metrics will be used to measure it.

Game Design Strategy *How the Game is.*

Design Features

Brief description of the key feature ingredients of the game that makes it engaging, unique and/ or innovative from other games, and then prioritise that list towards achieving player experience goals.

Features	Description
1. Flowing Combative Movement.	• *Intuitive flow between combat (hunting) and movement (platforming) with Budburra's signature multi-purposeful weapon the returning boomerang.* ○ *Budburra can run, variable jump, wall jump, and climb (for period of time).* ○ *Returning boomerang can be thrown long distances to stun and damage animals, teleport to when boomerang ready, and interact with the environment (bounce, knock off items) that automatically returns to the player.*
2. Aboriginal Paintings.	• *Authentic aboriginal dot paintings art style for the spirit world (dreamtime) environment, characters, objects, user interface and visual effects that conveys a playful, empowering and mystical tone.*
3. Aboriginal Instrumentals.	• *Authentic aboriginal instrumental music that represents characters and their journey by adapting to the changes to the story that conveys a playful, empowering and mystical tone.*
4. Exploratory Level Progression.	• *30 levels lasting 6 mins (3 hrs) with each level (episodes) having a 3 act structure that teaches important life lessons (wisdom) and survival strategies (hunting, gathering, traversal, language) from aboriginal culture.* ○ *After inciting incident, player has access to the level hub in the dreamtime to be able to return to completed levels using scar trees (portals).* ○ *Important levels contain important landmarks in south east Queensland Gubbi Gubbi tribe area.* ○ *Automatic level saving system that saves the levels completed, triggered when the player enters a new level.*
5. Fast Forgiving Respawn.	• *Fast forgiving respawn system with star bush checkpoints to keep the flow of level progression.*
6. Simple AI.	• *Finite state machine AI system for simulating 10 authentic Australian animals with a dreamtime spin in appearance and/ or behaviour to instigate feelings of familiarity and uniqueness.* ○ *Animals: Kangaroo, Emu, Koala, Wombat, Echidna, Taipan, Brown snake, Red-bellied black snake, Kookaburra, Fruit Bat.*
7. Interactive Gathering.	• *Interactive gathering system with UI pop-up when nearby interactive objects for gathering 10 authentic Australian bush tucker (plants) and narrative items for level progression.* ○ *Plants: Finger lime (healthy), Lemon myrtle (healthy), Quandong (healthy), Lemon aspen (healthy), Muntries (healthy), Riberry (healthy), Cycads (poisonous), Deadly nightshade (poisonous), Mistletoe (poisonous), Finger cherry (poisonous).*
8. Dynamic Animatic Cinematics.	• *4 dynamic animatic cutscenes (2 mins) that tell an authentic aboriginal story of becoming a warrior with voice over, camera movement and visual effects (using particle system).* ○ *Dialogue authentically uses aboriginal Gubbi Gubbi language for key characters, animals and items (translated for English speaking audiences).*
9. Standard Dialogue.	• *Standard dialogue where an interaction UI pop-up appears above persons head when player is nearby, and the player can press the interact button to initiate dialogue (with box and text).* ○ *Dialogue authentically uses aboriginal Gubbi Gubbi language for key characters, animals and items (translated for English speaking audiences).*
Stretch Features	*Description*

Design Pillars (*Game Design Pillars*)

Brief description of the design principles that guides specified types of gameplay experiences (not features) that achieves player experience goals.

Pillars	Description
1. Flow.	• *Intuitive seamless flow between combat, gathering and movement with more realistic slower movement in the physical world, and fantastical fast movement in the spirit world (dreamtime).*
2. Exploration.	• *Players are encouraged to explore by being able to revisit levels in the dreamtime level hub to gain additional wisdom.*
3. Story.	• *Narrative storytelling of theme, character motivations and story world (lore) using dialogue and dynamic animatic cutscenes with voice narration, camera movement and visual effects (using particle system).*
4. Authentic.	• *Gameplay, narrative, art and audio style authentically expresses aboriginal culture.*

Design Constraints

Brief description of the design rules for each design field that must not be broken unless purposeful, communicated with the team, and specified to narrow ideas towards a defined game direction that achieves player experience goals.

1. Gameplay

Movement	• *Flow between running, single variable jumping, wall jumping and climbing (for period of time).*
Combat	• *1 multi-purposeful weapon (boomerang) for movement, combat and level puzzle solving.* • *10 authentic Australian bush tucker that increases or decreases abilities.*
AI	• *10 authentic Australian animals with simple finite state machine.*
Progression	
Level Design	• *30 levels lasting 6 mins (3 hrs) to navigate puzzles and collect narrative items to complete.* • *Levels teach aboriginal wisdom and survival strategies (hunting, gathering, traversal, language).* • *Level start: Shows level name and wisdom quote that is the theme and purpose for the level.* • *Level progress: Player navigates level puzzles and dangerous animals/ plants to collect key item.* • *Level end:* • *Fast forgiving respawn system with star bush checkpoints to keep the flow of level progression.*

2. Narrative

Theme	• *Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.*
Story Structure	
Characters	
Story World	
Cinematics	• *4 dynamic animatic cutscenes (2 mins) with voice over, camera movement and visual effects.*

3. Art

Environment	• *2 worlds (physical and spirit) with unique appearances and music.*
Characters & Objects	
User Interface	• *Main menu, pause menu, dialogue, interactive pop-up, level hint pop-up, mobile input.* • *Level transition (circle, left to right) (circle, fade in/ out), (circle, cut in/ cut out).*
Visual Effects	• *Authentic aboriginal dot painting art style with joyful, empowering and mystical tone.*

4. Audio

Music	• *Authentic aboriginal instrumental audio style with playful, empowering and mystical tone.* • *Music dynamically adjusts depending on gameplay or narrative context.*
Sound Effects	
Voice Over	• *Kerry voice over for cutscenes.*

Gameplay Overview

Gameplay Genre, Moments & Inspiration

Genre (Dimension, Fun Type(s), Main-Genre, Sub-Genre)

• 2D, Explorers, Action-adventure, Puzzle-Platformer.

Gameplay Moments

What is the momentary experiences (3-5, 1 sentence each) during gameplay that will leave a lasting emotional impact on players, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?
These moments should shine early in development during playtesting, and be centre-stage in every showcase demo and marketing because they will leave a memorable emotional impact.

Moment (3-5)	Tone (Emotions)	Purpose

Gameplay Inspiration

What is the inspiration (1-5) for the gameplay, does it evoke or imitate the style, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Celeste	1. Built by indie team with fun minimalist gameplay loop and emotional story.
2. Hollow Knight	2. Built by Australian indie team (3 people) in Unity with fun gameplay loop and story.
3. Neversong	3. Built by indie team in Unity with simple gameplay loop and emotional story (4-5 hrs).
4. God of War	4. Player progresses the game by collecting narrative items by exploring the 9 realms.

Gameplay Loop

Gameplay Loop

What is the gameplay loop, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?
Gameplay loop is repeated behaviour the player executes throughout the game and is the foundation of the game experience. Ensure the loop is familiar, unique, memorable and rewarding to keep players engaged.

Visual Gameplay Loop	Purpose

Development Tools & Content

Development Tools

Tool	Type
Task Tracking	Jira
Game Architecture Planning	Creately
Game Architecture Models	UML | CRC
Game Engine	Unity: 2021.3.11f1
Version Control	GitHub/ Git
Programming Language	C#
IDE Code Editor	Visual Studio 2022 (.NET)

List of Content

1. Gameplay Goals
2. Level Design Process
3. Gameplay Toolkit
4. Gameplay Principles
5. Game Formal Elements
6. Level Design
7. Game Architecture

Gameplay Architecture Overview

Platforms & Controls

Platform Interface, Specifications	Action	Input Mapping	Custom: ☐	Scale -1 - 1 / 0 - 1	Feedback Rumble, Resistance
1. Mobile (Android/ iOS) 　○ Screen, multi-touch. • System Specifications (Min, Recommended):	1. Move left 2. Move right 3. Jump 4. Attack/ Interact 5. Dodge	1. Bottom left button (hold) 2. Bottom left button (hold) 3. Bottom right button (press) 4. Anywhere (press) 5. Anywhere (hold)		1. -1 - 1 2. -1 - 1 3. 0 - 1 4. 0 - 1 5. 0 - 1	
2. PC (Windows/ Mac) 　○ Screen, keyboard & mouse. • System Specifications (Min, Recommended):	1. Move left 2. Move right 3. Jump 4. Attack/ Interact 5. Dodge	1. A, left arrow (hold) 2. D, right arrow (hold) 3. W, spacebar, up arrow (press) 4. Left mouse button (press) 5. S, down arrow (press)		1. -1 - 1 2. -1 - 1 3. 0 - 1 4. 0 - 1 5. 0 - 1	

Camera & Connectivity

Camera

Camera Purpose	• Serve gameplay, frame areas of focus, direct action, and follow rule of thirds. • Convey tone, relatability and power dynamics using perspectives and angles. • Display state of the world, and places the player in relationship to characters.
Camera Resolution	☑ 1. 1080p (1920x1080). Common resolution with higher performance. ☐ 2. 1440p (2560x1440). Uncommon resolution with mid performance. ☐ 3. 4K (3840x2160). Rare high quality resolution with lower performance. ☐ 4. Dynamic. Resolution adjusts depending on performance or device.
Camera Perspective	☐ 1. First-Person. Low peripherals (low knowledge), character embodiment. ☑ 2. Sideway. High peripherals, judge distance (precise movement, solve puzzles). ☐ 3. Third-Person. Med to high peripherals, relate character with world. ☐ 4. Overhead (Downwards view). Focus on clarity of world. ☐ 5. Isometric (Gods view). Low relatability, provide information, world control.
Camera Zoom	☑ 1. Wide. High peripherals (high knowledge), low relatability, precise movement. ☐ 2. Tight. Low peripherals, precise adjustments, high relatability. ☐ 3. Full (Displays entire level). Gives full level context, precise adjustments. ☐ 4. Dynamic. Adjusts depending on gameplay or narrative context.
Camera Control	☑ 1. Fixed. ☐ 2. Limited. ☐ 3. Free.

Connectivity

Modes of Play	☑ 1. Single-Player. ☐ 2. Co-Operative. ☐ 3. Multi-Player. ☐ 4. MMO.
Minimum Players	1
Maximum Players	1
Network Connection	☐ 1. Required. ☐ 2. Available. ☑ 3. Unavailable.
Server Type *Server Types | Wikipedia*	☐ 1. Peer-to-Peer. ☐ 2. Dedicated. ☐ 3. Listen.
Server Play Type	☐ 1. Instantaneous. ☐ 2. Turn-based.
Minimum Server Amount	0
Maximum Server Amount	0
Player Control of Player Numbers	☐
Player Communication	☐ 1. Voice Chat. ☐ 2. Text Chat.

Game Levels

Name	Purpose	Duration	Art	Audio	Transition In	Transition Out
1. Aboriginals acknowledgement	• Show respect of aboriginal people.	• 00:05	• None	• Nature ambience	• Fade in	• Fade out
2. Development team logo	• Show credit of development team.	• 00:05	• None	• Nature ambience	• Fade in	• Fade out
3. Game Title	• Show game title screen.	• Player choice	• None	• Nature ambience	• Fade in	• Fade out
4. Main Menu	• Menu options for the player.	• Player choice	• Background	• Main Theme	• Wipe in	• Wipe out

Game Classes

Name	Type	Abilities	Affiliations
1. GameController.	• Default.	• Camera, menu, scene/ audio transitions, saving.	
2. AudioController.	• Default.	• Audio control (play audio, fade in/ fade out audio).	
3. PlayerController.	• Default.	• Player input, move, dodge, death.	
4. ProjectileController.	• Default.	• Projectile movement, collision.	
5. HealthController.	• Default.	• Change health, level respawn/ count, death-bounds.	
6. AIController.	• Default.	• AI idle, patrol, chase, retreat, attack, death, collision.	
7. InteractiveController.	• Default.	• List of bush tucker, narrative items, distance check, change stats.	
8. PlatformController.	• Default.	• One-way, moving, jump pad, falling, disintegrate platforms.	
9. DialogueController.	• Default.	• Dialogue input and UI.	

[Nar] Narrative

Big picture narrative (screenwriting) elements to be reviewed often.
Narrative adds contextual emotional meaning to gameplay, character growth, art and sound for an emotionally fulfilling experience.

Narrative Overview

Thematic Question, Conflict, Theme & Inspiration

Thematic Question
What is the thematic question of the games narrative, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Thematic Question	Purpose
• What is the aboriginal tribal cultures timeless wisdom to live a wise life?	

Thematic Conflict
What is the thematic conflict between what the protagonist and antagonist believes is the answer to the thematic question, what are its strengths and weaknesses that creates a dilemma that pushes their beliefs to engage the audience?

Thesis: Protagonist Beliefs	
Protagonist	• Budburra
Belief	• Life is about maximising personal and tribal survival at all costs.
Cause	
Strengths	
Weaknesses	

Antithesis: Antagonist Beliefs	
Antagonist	• Babun
Belief	• Life is about nurturing others and the land.
Cause	
Strengths	
Weaknesses	

Theme (Universal Truth to the Thematic Question)
What is the universal truth answer to the thematic question, what tone (emotions) is used to express that theme, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Theme	Tone (Emotions)	Purpose
• Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.	• Playful, empowering and mystical.	

Theme Inspiration
What is the inspiration (1-5) for the theme (fiction/ non-fiction), does it evoke or imitate the style of storytelling, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Avatar The Last Airbender	1. Balances light-hearted, and deep emotional and metaphysical storytelling inspired by eastern perspectives for all audiences with engaging themes and characters.
2. Ghost of Tsushima (Suffering Quest)	2. Balances teaching profound universal truths in an engaging way through interactive experiences without moralising.
3. God of War	3. Tells authentically emotional story in an engaging way with fun coherence of gameplay and story.
4. Rango	4. Narrates story events in a humorous way. Style could be used for narration during cutscenes.

Development Tools & Content

Development Tools		List of Content
Tool	**Type**	1. Narrative Goals
Task Tracking	Jira	2. Cinematics Design Process
Story Structure Planning	Creately Board	3. Narrative Toolkit
Script Writing (Optional)	WriterDuet	4. Narrative Terminology
		5. Narrative Principles
		6. Game Dramatic Elements
		7. Story Structure
		8. Character Web
		9. Cinematics

Narrative Implementation Overview

Story Structure

Story Synopsis (1 sentence: story set-up, each disaster per act and ending(s))

Act 1: Thesis - Establish Theme, Characters, Story and Story World

Story Stage	Story Event
1. Set-Up	
2. Inciting Incident	
3. First Plot Point	

Act 2: Antithesis - Confront Characters Desires and Beliefs with Obstacles

Story Stage	Story Event
4. First Pinch Point	
5. Midpoint	
6. Second Pinch Point	
7. Second Plot Point	

Act 3: Synthesis - Resolve Conflicting Beliefs Towards Greater Balance

Story Stage	Story Event
8. Climax	
9. Climatic Moment	
10. Resolution	

Characters

1. Budburra

Beliefs	Wants	Needs	Fears

Story World

Story Culture

Attributes	Description
Values (Wants & Needs)	
Laws (Created & Enforced)	
Traditions (Created & Enforced)	
Technology (Created & Used)	
Magic (Created & Used)	
Leisure	

Story World

Attributes	Description
Time Period	
Geography	
Climate	
Biology	
Architecture	
Economy (Resources)	
Politics (Governance)	

Cinematics

Identifier	Context & Tone	Location	Action	Shot Duration	Cinematography	Lighting	Sounds	Editing

[Art] Art

Big picture art (visual) elements to be reviewed often.
Art adds to gameplay feel, and communicates the games theme, characters and world.

Art Overview

Art Style, Tone & Inspiration

Art Style
What is the art style (visuals) of the game, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Colours (HEX, RGB)	Shape Language	Textures	Proportions	Iconography	Typography	Purpose
1. Green, Blue 2. Brown, Violet	1. Realistic 2. Circles	1. Stylised-Realism 2. Repetitive Dots	1. Realistic 2. Stylized			

Art Tone
What is the art tone (emotions), and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Tone (Emotions)	Purpose
• Playful, empowering and mystical.	

Art Inspiration
What is the inspiration (1-5) for the art (fiction/ non-fiction), does it evoke or imitate the style and/ or tone, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Aboriginal Dot Paintings 2. Queensland, Australia Nature 3. Hollow Knight 4. Gris	

Development Tools & Content

Development Tools

Tool	Type	Owner
Task Tracking	Jira	
Design Planning	Figma	
Graphics File Type	Vector (SVG) Raster (PNG)	
Graphics Editor	Adobe Illustrator 2022 Adobe Photoshop 2022	
Drawing Tablet		
Photography	Smartphones Unsplash Storyblocks	
AI	MidJourney Dall-E-2 Dreamstudio AI Prompt Guide	
Colour	Colour Codes Colour Wheel Group Colour Tool Colour Name	Picker Canva Material.io ArtyClick
Typography	1001Fonts daFont	1001Fonts daFont
Animation	UI Ease Type UI LeanTween	Easing DentPixel

List of Content

1. Art Goals
2. Art Toolkit
3. Art Principles
4. Environment (Env)
5. User Interface (UI)
6. Visual Effects (VFX)
7. Characters & Objects (Char)

Art Implementation Overview

Environment

1. Physical World: Forest

Colours (HEX, RGBA)	Scheme	• Custom (3)
	Colours	• Brown, Green, Blue
Shape Language	• Realistic	
Textures	• Stylised-Realism	
Proportions	• Realistic	

Background Layers

Layers	Parallax Speed
1. Sky	
2. Sun & Clouds	
3. Mountains	
4. Forest	

Midground Layers

5. Trees
6. Bushes
7. Rocks

Foreground Layers

8. Characters & Objects
9. Tile map Ground

2. Spirit World: Dreamtime

Colours (HEX, RGBA)	Scheme	• Triadic (3)
	Colours	• Brown, Purple, Cyan
Shape Language	• Circles	
Textures	• Repetitive Dots	
Proportions	• Stylized	

Background Layers

Layers	Parallax Speed
1. Sky	
2. Sun & Clouds	
3. Mountains	
4. Forest	

Midground Layers

5. Trees
6. Bushes
7. Rocks

Foreground Layers

8. Characters & Objects
9. Tile map Ground

Characters & Objects

1. Budburra

Age	Sex	Ethnicity	Hair	Skin	Clothes

User Interface

UI Style Guide

Core Thematic	• Aboriginal playfulness.	
Colours (HEX, RGBA)	Scheme	• Triadic (3)
	Colours	• Brown, Purple, Cyan
Shape Language	• Circles.	
Typography	Fonts	• Caveat Brush Regular • Notes Sans
	Sizes	
	Colours	
	Kerning	
	Leading	
	Tracking	
	Alignment	• Left-aligned.
Iconography	• Aboriginal symbols.	
Animation	Direction	• Left to right
	Easing	• Ease-In-Circ, Ease-Out-Circ

Main Menu

Elements	Icons	Functionality
1. Begin	• Short journey.	• Start new game.
2. Return	• Boomerang.	• Continue game from recent save point.

3. Settings
   1. Audio
   2. Visual
   3. Back
	• Resting place.	• Open settings menu.
		  ○ Adjusts master, music, SFX, voice.
		  ○ Adjusts full screen, screen shake.
		  ○ Return to main menu.

4. Credits	• People sitting.	• Starts credits (shows roles and names).
5. Exit	• Campsite.	• Closes game.

Visual Effects

Screen Effects

Name	Source	Shape Language	Colour	Timing

Particles

Name	Source	Shape Language	Colour	Timing

Projectiles

Name	Source	Shape Language	Colour	Timing

[Aud] Audio
Big picture audio (sound) elements to be reviewed often.
Audio adds to gameplay feel, and communicates the games theme, characters and world.

Audio Overview

Audio Style, Tone & Inspiration

Audio Style
What is the audio style (instruments) of the game, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Style	Purpose
• Aboriginal instrumentals.	• Authentically express the sound of aboriginal culture.

Audio Tone
What is the audio tone (emotions), and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Tone (Emotion)	Purpose
• Playful, empowering and mystical.	• Provide player experience of a young warrior exploring a mystical realm and gaining empowerment.

Audio Inspiration
What is the inspiration (1-5) for the audio (fiction/ non-fiction), does it evoke or imitate the style and/ or tone, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Aboriginal Music (with Aboriginal Instruments)	1. Displays what's possible of aboriginal instrumental music.
2. Black Panther Soundtrack	2. Showcases the success of integrating indigenous instruments with modern times.
3. Making Of "Wakanda" With Ludwig Göransson	Genius	3. Inspiring composer who expresses reverence and respect for indigenous culture.
4. Sound Design	Avatar The Last Airbender	4. Displays the creativity of sourcing and implementing sound effects.

Development Tools & Content

Development Tools

Tool	Type	Owner
Task Tracking	Jira	
Audio File Type	WAV	
Audio Editor	Adobe Audition 2022	
Microphone	Shure SHR-SM7B	Jamie
Interface	Focusrite Solo (3rd Gen)	Jamie
Field Recorder	Smartphones	
Audio Libraries	Boom Library	
	Storyblocks	
	Pond5	
	MusicBed	
	AudioJungle	
	Free Aboriginal Music	

List of Content
1. Audio Goals
2. Audio Design Process
3. Audio Toolkit
4. Audio Terminology
5. Audio Principles
6. Audio Style Guide
7. Audio Implementation

Audio Implementation Overview

Music

Name	Events	Loop	Priority	Volume	Pitch	Duration
1. Main Theme	1. Menu.	1. True.	• 1	• 0.5	• 1	• 02:30
2. Physical World	1. Physical world.	1. True.	• 1	• 0.3	• 1	•
3. Spirit World	1. Spirit world.	1. True.	• 1	• 0.3	• 1	•
4. Budburra (Dingo)	1. Character beats. 2. Epic player actions.	1. False. 2. False.	• 2	• 0.5 • 0.5	• 1 • 1	• 00:09 • 00:09
5. Tribe (Fruit Bat)	1. Entering tribe area.	1. False.	• 2	• 0.5	• 1	• 00:09

Sound Effects

Name	Events	Variation	Loop	Priority	Volume	Pitch	Duration	Attenuation	Reverb
1. Day Nature Ambience									
2. Night Nature Ambience									
3. UI Navigation (Clapstick)									
4. Mammal Movement									
5. Snake Movement									
6. Bird Movement									
7. Boomerang									
8. Kangaroo									
9. Emu									
10. Koala									
11. Wombat									
12. Echidna									
13. Snake									
14. Kookaburra									
15. Fruit Bat									

Voice Over

Character	Actor	Events	Priority	Volume	Pitch	Duration
1. Narrator	• Kerry O'Neil	• Cinematics.	• 1	• 1	• 1	• Varied
2. Budburra	• Kerry O'Neil	• Character beats. • Epic player actions. • Dialogue start hum.	• 1	• 1 • 1 • 1	• 1 • 1 • 1	• 00:05 • 00:05 • 00:03