Assignment 2 Unit 73 – Sound Story Board

|  |  |
| --- | --- |
| Bone Breaking | Gun Fire |
|  |  |
| Sound 1: Bone Breaking  It was recorded by striking a match. This is known as Foley artistry. I will use this when someone gets hit or breaks a bone in my Construct 2 game. I did this to make my game sound more realistic. | Sound 2:  I’ve used Foley artistry and recorded myself breaking a stick. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound when a gun is fired. To make my game sound more realistic. |
| Car Drifting | Walking on concrete |
|  |  |
| Sound 3: Car Drifting  I’ve used Foley artistry and used a water bottle and scraped it across a table. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to a vehicle when it turns a corner. To make my game sound more realistic. | Sound 4: Walking on concrete  I’ve used Foley artistry and record myself walking on concrete. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when the player moves forward and backward. To make my game sound more realistic. |
| Punching someone | Pain |
|  |  |
| Sound 5: Punching Someone  I’ve used Foley artistry and recorded myself punching a boxing bag. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when the payer hits an enemy. To make my game sound more realistic. | Sound 6: Pain  I’ve used Foley artistry and recreated a sound of pain with my voice. (Like I was Getting hit) I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when the player is hit. To make my game sound more realistic. |
| Falling | Running Water |
|  |  |
| Sound 7: Falling  I’ve used Foley artistry and recorded myself yelping as if I was falling from the Earth. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when the player falls of the Earth or from a big drop. To make my game sound more realistic. | Sound 8: Running Water  I’ve used Foley artistry and went down to my local river and recorded it running. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when running water is shown. To make my game sound more realistic. |
| Water Fall | Bow and arrow shot |
|  |  |
| Sound 9: Waterfall  I’ve used Foley artistry and went down to my local waterfall and recorded it. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to a water fall which will be present in my game. To make my game sound more realistic. | Sound 10: Bow and arrow shot  I’ve used Foley artistry and recorded myself firing a bow and arrow. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when a bow and arrow is used in the game. To make my game sound more realistic. |
| Big Man Shaq's Fire | Jump Landing |
|  |  |
| Sound 11: Fire  I’ve used Foley artistry and made a fire and recorded it. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to a volcano which will be present in my game. To make my game sound more realistic. | Sound 12: Jump Landing  I’ve used Foley artistry and recorded myself jumping and landing. I’m going to use this sound on my Construct 2 game and I’m going to apply this sound to when the player jumps. To make my game sound more realistic. |