

Eden Sound Design Draft

Eden - World Builder is already released on the apple app store. The plan is to release a Eden 2.0 with all or nearly all of the original sound replaced, along with new sound effects and music for the new features in 2.0.

Eden presents a pristine 3D world entirely made of cubes that is fully destruct-able and modifiable. The player can do a variety things such as:

Explore a vast procedurally generated worlds.

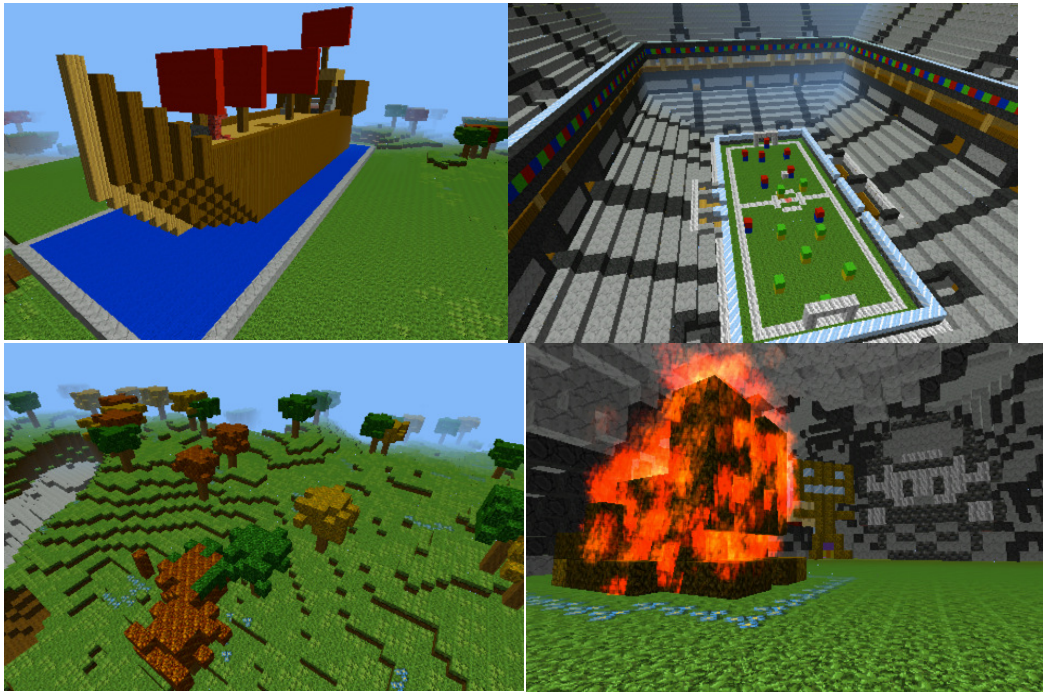
Build things with a variety of blocks

Destroy blocks one at a time

Light flammable blocks on fire(lighting TNT on fire causes an explosion).

And newly in 2.0 will be a painting mechanic for painting blocks

Players can share their world and what they create with other players.



Outline of the sound assets:

2-3 minutes of title music

About 3 songs of a few minutes of relaxing in-game 'ambient' music depending on file size and cost

Sound effects:

Player movement sounds including:

- Walking on different types of material. Grass, stone, wood, sand, leaves.
- Exact number of materials to be determined but est. about 5-10
- Jumping / falling / landing

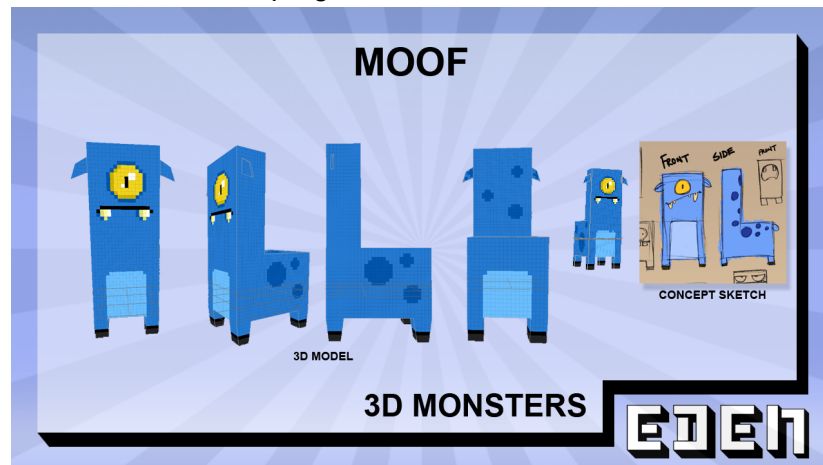
Sounds for actions the player can do:

- Placing a block
- Destroying blocks (one-two effects per material)
- Attempting to light something on fire, succeeding, and a looping burning effect
- Painting a block

Effects for interactions with blocks:

- Tnt explosion with shrapnel
- Climbing a ladder

Sound effects for creatures being added in 2.0, like moof. 4-5 creatures are planned. Design and development of them are still in progress.



Several sound effects per creatures including:

- Idling
- Being attacked/angry
- Jumping
- Being lit on fire

Possibly additional sound effects for menu and user interface interaction.