

# ASSESSMENT HAND-IN CHECKLIST

## Sound Design

A. Sound Design Research Report	Soft Date
<ul style="list-style-type: none"><li>Written report that outlines and discusses <b>at least 1 topic</b> of Sound Design in the Game Industry.<ul style="list-style-type: none"><li>This report must also evaluate the role of a Sound Designer in the industry.</li><li>Suitable topics may include:<ul style="list-style-type: none"><li>Soundtracks (e.g., music composition)</li><li>Animation (e.g., voice syncing)</li><li>Character (e.g., sound FX, dialogue)</li><li>Mechanics (e.g., sound FX)</li><li>Implicit or Explicit Narrative (e.g., environment sounds, dialogue)</li></ul></li></ul></li><li>Report must <b>demonstrate research</b><ul style="list-style-type: none"><li>Report must provide references (consistent style, appropriate resources)</li></ul></li><li>Must be <b>minimum 500wds</b> (no more than 550wds)</li><li>To be completed by the <b>Individual</b> (not as a group)</li></ul> <p><i>This is to be submitted as a <b>PDF file</b> with the naming convention "FirstName_LastName_AssessmentName".</i></p> <p><i>For example: "Joel_Hayward_SoundDesignReport.pdf"</i></p>	Friday, 21 <sup>st</sup> July 2023

B. Group Sound Design Brief	Soft Date
<ul style="list-style-type: none"><li>In groups of 2-3, produce a Sound Design Brief document that clearly states:<ul style="list-style-type: none"><li>A <b>Game Design Brief</b>, including:<ul style="list-style-type: none"><li>Overview, Gameplay, Core Mechanics, Level Overview</li></ul></li><li>Description of purpose and context for sound design choices, including:<ul style="list-style-type: none"><li><b>SFX list</b> with minimum 3 sound effects</li><li>Descriptions of how each SFX will be used in-game (e.g., soundtracks, animation, character, mechanics, narrative)</li><li>Identify <b>sound file format(s)</b></li><li>Development <b>issues/risks</b> that may impact design and production (aka, a Risk Assessment specifically for SFX development and production)</li></ul></li></ul></li><li><i>This document will need to be reviewed by your peers, with feedback provided, and updated at a later date.</i></li></ul> <p><i>This is to be submitted as a <b>PDF file</b> with the naming convention "FirstName_LastName_AssessmentName_V1".</i></p> <p><i>For example: "Joel_Hayward_GroupDesignBrief_V1.pdf"</i></p> <p><b>Each group member must submit their own copy of the file, with their name in file name.</b></p>	Friday, 21 <sup>st</sup> July 2023

C. Updated Group Sound Design Brief	Soft Date
<ul style="list-style-type: none"> <li>In groups of 2-3, seek feedback for your Sound Design Brief from your peers</li> <li>Document the feedback, and update the Sound Design Brief based on this feedback <ul style="list-style-type: none"> <li>Include an appendix in the Sound Design Brief summarizing the feedback (incl. Date, Source, Actions Taken)</li> </ul> </li> </ul> <p><i>This is to be submitted as a <b>PDF file</b> with the naming convention "FirstName_LastName_AssessmentName_V#".</i>  For example: "Joel_Hayward_GroupDesignBrief_V3.pdf"</p> <p><b>Each group member must submit their own copy of the file, with their name in file name.</b></p>	<p>Thursday, 27<sup>th</sup> July 2023</p>

D. Game Prototype Project & Build	Hard Date
<ul style="list-style-type: none"> <li>In groups of 2-3, deliver at least 3 functional SFX in a <b>Game Unity Project</b>.</li> <li>Demonstrate this functionality to the class in a <b>Game Build</b>.</li> <li>You will need to submit <b>BOTH</b> the project files and game build to Canvas <ul style="list-style-type: none"> <li>Reminder that you should remove the "Libraries" folder from the project files to reduce size, before compressing and submitting.</li> </ul> </li> </ul> <p><i>The Game Project Folder is to be submitted as a <b>compressed Unity Project Folder</b> with the naming convention "FirstName_LastName_GameNameProjectFiles".</i>  For example: "Joel_Hayward_OurGameProjectFiles.7z"</p> <p><i>The Game Build is to be submitted as a <b>compressed Game Build Folder</b> with the naming convention "FirstName_LastName_GameNameBuild".</i>  For example: "Joel_Hayward_OurGameBuild.7z"</p> <p><b>Each group member must submit their own copy of these files, with their name in file name.</b></p>	<p>Friday, 28<sup>th</sup> July 2023</p>