Sound Game Guidelines

Sound Design

* Remember that your Sound Design Brief and Game Build have to match!
* Keep your game small – approx. 1x Level (5-10min playtime, if that)
* You only have 2ish weeks of official development time!
  + Assuming you don’t work over holidays (which you realistically won’t)
  + It’s roughly 5.5 days of in-class work time
    - That’s only 35hrs for 2-3 people, or 70-105 labour-hours
  + You will likely need to do more work outside of class if you have a larger scope!
* You’re allowed to source ***visual*** asset packs and supporting scripts only. No sound asset packs!
* As always, avoid copyrighted material at all times (don’t risk legal problems later).