**Game Proposal:**

The game I’ll be making for this project is a prototype of a much larger game I’d like to make in the future called *Sunset Heights*. This game is a 3D action platformer where you play as a teenage girl and a slime spirit who transforms into different weapons for combat. I’m planning on having this be a pretty basic demo outside of the audio implementation, and just want the character to be able to run, jump, swing the hammer transformation, and defeat enemies.

**Sound Effects:**

Sound effects will easily end up being the largest workload for the project. For basic movement, I’d like to get some dynamic footstep sounds set up with random selection and pitch variation in FMOD, as well as a subtle jumping and landing sound effect. I’d also like to get some voice samples for jumping, swinging the hammer, and taking damage. In addition, I’d like to get some sound effects for the hammer swing and impact, and in both cases I think randomly varying the pitch or and picking a random sound from a list would be a good idea since the player would be able to several swings in rapid succession. Since your companion transforms into the hammer I also want to have a bubbly slime sound effect play when you take out or put away the hammer. Finally I’d need some sound effects for the enemies, including some low pitched growls which would fire at random intervals, a growl for attacking, a sound for their weapon swinging, a sound when they land a hit, a growl when they get hit, and a sound when they die. Finally, I’d like to have some coins to collect to motivate players to explore the entire demo, which obviously would require a basic coin jingle sound effect.

**Dialog:**

Currently I don’t plan to need any dialog for the game outside of quick voice samples mentioned in the section above.

**Interface Sounds:**

I would like to get some crystalline menu navigation sounds, which would include switching between items on the menu, backing out to a previous menu, and selecting an item. I’d also like to implement different sound effects for pausing and unpausing, with pausing raising in pitch and unpausing lowering in pitch. I tried this setup in another one of my games and found the result to be pretty satisfying

**Music:**

As a demo to show off the movement mechanics I don’t think this really requires music, although in the interest of polish I’d like to have a combat track fade in and out every time you get close to an enemy. Even when the track isn’t audible to the player it will continue to play so they don’t have the experience of it starting over constantly if they drift in and out of an enemy’s range.

**Ambience:**

I’d like the demo to be a pretty idyllic area, and such would like to get some basic ambience up and running. I expect the demo to have forest and island area; for the former some bird sounds randomly selected, played at random intervals, and varied in pitch as well as some soft effects of the trees blowing in the wind, which would also be played at random intervals. For the island area I’d like to get some water ambience, with soft wave sounds that are randomly selected, played at random intervals, and pitched randomly. In addition I want to make sure that the ambience for both areas fades out and in naturally as you transition between the two areas.