**Audio design document for the “Chop-chop” game**

1. **General info about the game (like a pitch to the publisher with some broader narrative)**  
   A poetic story of a piggy cook travelling the world to become the greatest sous chef ever.
2. **Genre, core mechanics**  
   Third person “chill-game” with cooking simulation and combat elements.
3. **Target audience**  
   All ages
4. **Reference games**  
   Stardew Valley, Animal Crossing, Legend of Zelda
5. **Technical requirements (platform, formats)**  
   PC/Win, WAV 16/44.1
6. **Optional: mix quality (if you’re directing a team)**  
   Cut 2-5 kHz, enhance the higher freqs 10+
7. **Naming convention (CATEGORY\_ShortName\_Nr.wav, events, RTPC)**  
   AMB\_Seashore\_01.wav
8. **Repository Link** https://github.com/MrTibbits/Sander\_Joemets\_EEKAudio/blob/main/EventList\_SanderJoemets.xls