**Elastic Rush**

A 2D vertical-scrolling multiplayer battle game

This game is based on a cyberpunk world. The main sound effects are weapon sounds and movement sounds. As for ambience, those surroundings in the world settings will be the main part.

**Required sounds** (sorted in categories)

Sound effects:

* Dash
* Freeze gun shooting
* Freezed
* Gravity grenade throwing
* Gravity grenade explosion
* Sonic gun shooting
* Landing
* Steps
* Death

Dialog:

None

Interface sounds:

* Selecting sound
* Conforming sound
* Cancelling sound

Music:

* Title music
* Battle game music
* Result screen music

Ambience:

* Dangerous zone
* Speed up wind sound
* Cyberpunk surroundings

**What sound process work might be useful using FMOD?**

Parameter randomization

Ambience track design

Randomized pitch

Randomized sound selection

**Git project URL**

<https://github.com/NaifuCui/Elastic-Rush/tree/master>

**Asset List in Google Sheets**

https://docs.google.com/spreadsheets/d/1LGrRvi16nhJ-ISh8m2gS0UO7oloZV8nM7TRvehnsQeg/edit?usp=sharing