**The Controlled Project Proposal**

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The game that I will be using for my final project is one that I created in my own free time entitled “The Controlled”. As far as the actual game goes, there hasn’t been too much progress made, but definitely enough that I can download the sound profile for this game completely (plus it should advance along a couple scenes by the end of this semester).

As for the actual sound work that is required to be put into this project, there is a lot there that needs to be designed. Since the game is largely dialogue-based (chat bubbles, not voice acting), there needs to be a lot of UI sounds for the player to make the conversation system feel useful and efficient. Along the lines of UI, the menu and “Rumor Tree” (a collection of all the clues that the player is able to pursue and investigate) will need a lot of general one-shot action noises as well to reinforce actions there. The background noise needs to involve the sounds of a large city, which can be tricky to design, but I plan to use multiple different layers to create a diverse-sounding city environment (create parameters in FMOD to be able to adjust layers depending on whether the player is inside vs. outside). Sounds of cars honking, people talking, construction, and ambulances are all sounds that should fit into this ambience. The main character (named “Eli”) should also have sound effects for different actions: walking, punching, and general animation sound effects (clothes rustling, “wooshes”, etc.) There is also a lot of music that I’ve already created for this game, so I can fit that into the background as well, but I need to make sure I mix it so that the background noise is still heard (creating a parameter for how much the music is heard in FMOD will probably be useful).

Here is the link to my github repistory (connected to my Unity Project): <https://github.com/Nolukdi/TheControlled>