



AudioGames.net

AudioGames.net Forum → General Game Discussion → First person shooter for the blind - working title "Nightfall"

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PTruscott
Shades of newbie

Offline

Registered: 2014-04-10

Posts: 3

2014-04-10 22:57:10

1

I am developing a multi-player first player shooter based purely on sound prompts. It will be created in a similar style to Doom, and as soon as possible expanded to include competitive multi-player matches.

The basic game design is as follows:

The first point is that the game has no y-axis; you cannot look up or down. This simplifies the development and hopefully reduces confusion and problems with aiming.

Situational awareness:

To work out your position in relation to others, there is a wide variety of audio prompts.

1. The radar. If an enemy is in front of you in a 30' arc then a pulsing sound is emitted. At the fringes of the arc the sound is deep, and it slowly rises in pitch until the enemy is directly in front of you. The further away the enemy is, the further apart are the pulsing sounds until melee range where it is a continuous noise.

2. Directional sound effects. There will be footstep sounds and gun sounds which will be directionally based, this should help you navigate towards the enemy. There will also be coughing sounds when stationary to discourage hiding in a corner until someone walks past you.

3. Walls emit sounds. Walls hum in a way similar to electrical appliances when you are close to them. If you are walking into one, the sound should be very loud to notify you of this. This sound is also directionally based so you should be able to keep walls at a specific side of you to help you navigate.

Guns:

Right now there is only one type of gun, the assault rifle, which has a medium rate of fire and fairly large damage per shot. This will be expanded to a close range, low damage, high rate of fire SMG as well as a shotgun.

Gamemodes:

There will be a few gamemodes including:

Team death match and free for all: Simple score points for kills.

Co-op against Zombies. Originally to test collision code, the zombies will be expanded to introduce a variety to game play.

Thank you for your time reading this, and I would like to ask if you would play this game or a similar one, and are there any ideas or improvements you would suggest?

Thank you.



Haramir
Business monkey

Offline

From: Brazil

Registered: 2012-01-30

Posts: 497

User Karma: 29

2014-04-10 23:04:15

2

Hey there. I would try the game for sure. I can not give suggestions though since I don't know what is done and how is the current stuff working besides your description. I'll give you feedback as soon as you direct us to a testing client of some sort.

Best regards, Haramir.

The true blind is the one who refuses to see.



Rory
Galaxy stranger

Offline

Registered: 2014-02-01












Posts: 85

User Karma: 1

2014-04-11 02:21:58

3

Hi. Oh crap this sounds cool! Will there be a chat feature so we can sware at the people who just keep killin us? Lol. Also can you make it output to jaws if possible? I have horrible problems with rtr, and can't get any speech to play. Also when do you think this will be finished? Thanks, rory.

		
dd Terror performer  From: canada Registered: 2005-04-05 Posts: 3,340 User Karma: 19	2014-04-11 02:36:29 4	<p>a suggestion, will it be possible to turn the radars on and off server wide? for the people who don't want it and want the game to have more of a mainstream FPS feel to it</p> <p>I say server wide so that everyone will be on equal footing, so nobody with the radar on will have an advantage over someone with it off</p> <hr/> <p>I have waaay too many posts....</p> 
connor142 Judge of the day  From: defending a base. Registered: 2010-11-03 Posts: 1,857 User Karma: 12	2014-04-11 06:35:14 5	<p>well in my opinion I like having Radars on, I usually work with them in most games which have a Radar. maby just a toggle Setting for the Radar.</p> <hr/> <p>the air, full of bullets. the sky, full of ships. me firing and firing to save the world. I am the great judge of the day!</p> 
Dark Chief defenestrator  From: The Ivory Tower Registered: 2005-12-16 Posts: 13,211 User Karma: 357	2014-04-11 07:22:20 6	<p>Hi.</p> <p>Interesting thoughts on the game, however I wonder if you have perhaps considered what has already been done in this area and specifically what sound cues etc have been used.</p> <p>For example, constant environmental wall sounds have tended to be a little more confusing in most games and somewhat irritating, what has been used previously have been a combination of echo sounds and directional sonar. Similarly, enemy detection as Rory said doesn't tend to have to work by a constant sonar which can often make aiming in the game rather too easy. In Swamp for example (probably the most extensive online fps done in sound), you need to hear by enemy footsteps and zombie grunts, Road to rage (which is a pvp focused game), has a similar feature.</p> <p>While ambient noise objects are very useful for environment clues it is usually better to have these in a corner or similar, as was shown in the game Shades of doom by Gna games.</p> <p>Of course there aren't that many audio fps games, (I can think of about 5 thus far), however the ones we have have developed some pretty stable methods for audio navigation, especially in Swamp.</p> <p>Perhaps you could consider looking at some of those and the way they work and then going from there to create a unique game. Certainly there is a need for more fps games in audio (heck there is a need for most everything in audio other than space invader clones), however it'd obviously be better to build on what has been tried before and thus expand the genre rather than going over old ground again as regards audio detection etc.</p> <p>I really hope development goes well and I look forward to trying the game.</p> <hr/> <p>Let your dream begin, Let your darker side give in, to the power of the</p> <p>music that I write. Help me make the music of the night.</p> 
SLJ 9th Duke  From: Denmark Registered: 2007-05-25 Posts: 5,616 User Karma: 196 Website	2014-04-11 08:01:01 7	<p>Hi.</p> <p>[wow], this sounds fantastic! I look forward to hear more about the game.</p> <hr/> <p>Best regards SLJ.</p> <p>Do you find this post helpful? Do you agree? Do you like it? Then please click the thumbs up link, if you think it's worth it.</p> <p>have an awesome day!</p> 

wlomas Shades of newbie Offline Registered: 2014-04-06 Posts: 7	2014-04-11 09:07:13 8 Hi will this game be for mac osx? 👍
vlad25 Kitchin Golfer Offline From: romania Registered: 2014-01-01 Posts: 103 User Karma: 1 Website	2014-04-11 12:36:32 9 hello can you post a link to download this game? 👍
mike-tan Banned Offline From: kuala kubu bharu Registered: 2012-07-07 Posts: 273 User Karma: 4	2014-04-11 15:44:59 10 well. I think its not for public testers yet. so we just wait. I hope this game will be the replacement for swamp. because I'm boring right now. and hopefully this game is a crazy game for us. 😊 👍
burak Applied piper Offline From: İstanbul, Turkey Registered: 2010-05-17 Posts: 3,176 User Karma: 42 Website	2014-04-11 20:29:46 11 Hi, sorry for interrupting but this thread odes not belong to the new releases room because you don't have a public beta yet. <hr/> Thanks, love, regards, whatever, burak 👍
Jonnyboy1991 Kitchin Golfer Offline From: Where ever ... location Registered: 2011-11-17 Posts: 200	2014-04-11 20:49:30 12 Hello all, I do like the ideas for this game. and I would just like to offer my hosting business to the dev who is thinking about hosting a site for this game. I would be happy, (if you want) to host a server for you for the game, 24/7. and I'm not talking about just a server where some people can play, I'm talking about, a testing server for all testers or, when the game comes out, a central server for the game. note, my server is up 24/7 so you will not have to worry about it having to go down. let me know what you think about this and if you want to use my services. if you have any questions, add me to skype at (toney1991.) <hr/> Jonathan Candler, AKA Jonnyboy 👍
Sebby Hunter grunt Offline From: London, UK Registered: 2013-04-20 Posts: 1,322 User Karma: 38	2014-04-12 07:13:04 13 [wow], another FPS coming, cool! 😊 Here are my thoughts and opinions based on what I've read in this thread so far. I'm quite sure you'll find others too. 😊 Experience with AudioQuake tells us that some people appreciate vertical aiming and some do not. I was decidedly among those who did not. However, Quake requires it, more or less. Your audio game doesn't, of course. Walls giving off sound, as Dark says, has tended to frustrate. You might like to use a contact sound that is played directionally as the player touches and scrapes along the walls, one time for every footstep, or as the player comes close to them, rather than a constant sound. This gives the player immediate feedback and also causes the "Distraction" to be eliminated trivially while maintaining the environmental effect. Radars are controversial. The most obvious way in which they are controversial is that some players seem to believe that the "vibe" of an accessible FPS should be as of a mainstream one, where your ears are a substitute for your eyes. Personally, and without wishing to stir up this stinky marsh again, I think that radars are a pragmatic recognition that sight gives, inherently, more complete feedback, more quickly, than the environmental sound of an object. I would truly, truly loved to be proved wrong, but it is how it seems to me. I co-authored AudioQuake and while of course Quake was not designed for the blind, the fact is that even on the horizontal plane people were

<p>Website</p>	<p>struggling to aim straight. About the best we could do was limit the angle of the radar, to make things a little bit challenging; even then the rapid beeping was difficult to centre for some people who struggle to orient a high-frequency sound. Still, make it an option to please both camps.</p> <p>Navigation has been handled in lots of ways, but I think the "Easiest" of these ways so far has been the earliest, as implemented in Shades Of Doom. Here the maps can be navigated on a 2D grid aligned to the compass directions. You provide controls that snap you to the compass points, and a command to give the facing direction. This of course limits the geometry of the maps and causes freeform movement to be essentially unnecessary except in battles, but if battles are what this is about, then sure, it could work. You can use environmental effects to make the game varied, rather than map geometry. Personally, again, I would very much like to advance the state of play by moving to a freeform model of navigation where the need for explicit "What is in the room?" and "Scan for interesting objects" commands are no longer necessary because they inherently limit the map dimensions and what can actually be described, but I accept that this is challenging.</p> <hr/> <p>Just myself, as usual.</p> <p>👍</p>
<p>bradp Entombinator</p> <p>Offline</p> <p>Registered: 2012-02-07 Posts: 501 User Karma: 11</p>	<p>2014-04-12 10:50:19 14</p> <p>I agree with the radar. All mainstream FPS games have a minimap. It shows team mates in green or yellow or what ever color and enemy in red. It helps them locate the enemy quicker. and when they aim there guns, some have a scope which allows them to see through certain objects for example windows or even walls with an upgrade. I dont no how hard something like that would be to impliment but I dont like the idea of a constant beeping radar. but I dont no.</p> <hr/> <p>😊 happy to help out with games and the like... maybe 😊</p> <p>👍</p>
<p>fatih Entombinator</p> <p>Offline</p> <p>From: Turkey, İstanbul, Bayrampaşa Registered: 2010-05-22 Posts: 742 User Karma: 8</p> <p>Website</p>	<p>2014-04-12 21:50:41 15</p> <p>hi, I'd certainly play this game. It'd be cool.</p> <p>👍</p>
<p>dd Terror performer</p> <p>Offline</p> <p>From: canada Registered: 2005-04-05 Posts: 3,340 User Karma: 19</p>	<p>2014-04-12 23:02:08 16</p> <p>the thing with the radar though is that if it was a local option that would mean everyone with it on would have an advantage over everyone who had it off, simply because of the distinct beeping sound it makes that's why I suggest it be made a server side toggle, instead of local</p> <hr/> <p>I have waaay too many posts.... 😊</p> <p>👍</p>
<p>PTruscott Shades of newbie</p> <p>Offline</p> <p>Registered: 2014-04-10 Posts: 3</p>	<p>2014-04-13 11:53:31 17</p> <div data-bbox="475 1624 1433 1832"> <p>dd wrote:</p> <p>a suggestion, will it be possible to turn the radars on and off surver wide? for the people who don't want it and want the game to have more of a mainstream FPS feel to it</p> <p>I say server wide so that everyone will be on equal footing, so nobody with the radar on will have an advantage over someone with it off</p> </div> <p>That will definitely be an option.</p> <div data-bbox="475 1904 1433 2078"> <p>Rory wrote:</p> <p>Hi. Oh crap this sounds cool! Will there be a chat feature so we can sware at the people who just keep killin us? Lol. Also can you make it output to jaws if possible? I have horrible problems with rtr, and can't get any speech to play. Also when do you think this will be finished? Thanks, rory.</p> </div> <p>Talking isn't planned to be implemented any time soon and will definitely be togglable because it will be a severe distraction. Right now it is a fairly long way off due to it being a side project for a truly tiny team. I plan closed beta</p>

by July, open beta by August, and full release just before Christmas. This is a bit in the air though depending on if things come up.

wlomas wrote:

Hi will this game be for mac osx?

It should be able to run on it.

burak wrote:

Hi, sorry for interrupting but this thread odes not belong to the new releases room because you don't have a public beta yet.

Apologies, I am new to these forums. Can you suggest which one it should be in and how to move it please?

Sebby wrote:

snip for space

Thanks for your feedback. I'm hoping the wall sounds won't be too in your face to be irritating. I've played SoD, and it took me far too long to get the grasps of that wall sound systems, the footstep sounds were too subtle and the sounds of bumping into the wall was not only annoying, but pretty unhelpful as to which direction to turn. Hopefully my system won't cause that, but if it does I'll likely change it.

I'm not sure what you mean by the movement "grid". Could you clarify a bit? Or did I miss a trick when playing SoD...



Aprone



Moderator

Offline

From: United States

Registered: 2010-10-29

Posts: 3,686

User Karma: 388

2014-04-13 14:37:07

18

I think I've successfully moved this topic into General game discussion. It's the first time I've ever moved a topic, so we'll see if I did it right. 😊

PTruscott, this game sounds like a lot of fun! I wish you and your team luck on the project, and I hope it turns out how you've planned. Have you written any other games that people can check out? I'm not sure if other people here already know you, but since you're newly registered to the forums it might be cool to have a little background info on you. 😊

- Aprone

Please try out my games and programs:

[Aprone's software](#)



PTruscott
Shades of newbie

Offline

Registered: 2014-04-10

Posts: 3

Today 11:33:46

19

Aprone wrote:

I think I've successfully moved this topic into General game discussion. It's the first time I've ever moved a topic, so we'll see if I did it right. 😊

PTruscott, this game sounds like a lot of fun! I wish you and your team luck on the project, and I hope it turns out how you've planned. Have you written any other games that people can check out? I'm not sure if other people here already know you, but since you're newly registered to the forums it might be cool to have a little background info on you. 😊

Apologies for the long reply. stuff got really hectic really quickly. 😊 I'm new to audio games and this is actually my first project I am heading, so I will be incredibly surprised if people knew me! It's progressing well, slower than I would of liked but still at a reasonable pace.



Dark
Chief defenestrator

Online

From: The Ivory Tower

Registered: 2005-12-16

Posts: 13,211

Today 11:40:50

20

@Aprone, Obviously moving the topic worked, however PTruscott, when you have something playable feel free to report in new releases. glad to hear things are working.

User Karma: 357

Let your dream begin,
Let your darker side give in,
to the power of the

music that I write.
Help me make the music of the night.



Posts: 20

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General Game Discussion ▼

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