

Rob Piwko
IGME.671 Final Project Proposal

For my final project, I'd like to add game audio for my current passion project, Jeremy the Chick. This is a 2D endless runner intended for mobile platforms. Jeremy, a wind-up toy chick, is out for a stroll but there are plenty of obstacles on his path. You must place objects into the world to keep him safe and continue on his merry way. This is a game I began working on over the summer and have continued its work on and off since. This weekend, I just released a new version of the game as a Tech Demo with new features and big fixes.

The game has a cutesy, pixel art style and I think the music and sounds should reflect that. The UI sound effects and the interactions with the game's items should all have higher pitched, coft, cute noises. There is no dialogue in the game, so that will not be a factor. Ambience would be a great thing to include as it would enhance the idea of 'going for a walk.' I think background music should be a high priority and maybe this is where FMOD comes in. For background music, I could use a combination of ambient sounds and music motifs (maybe with piano) that would be randomized. That would keep the highly repetitive game feel not so repetitive. If I'm able to use the looping feature and the different randomization options for loudness, timing, pitch etc for the background music, that could turn out to be fitting for the game.

For the Git Repository, I currently have a git repository that I use for the game normally. I made a new one for this project, but depending on how complicated it is to maintain both, I may just use the old one. I didn't want to include everything in the original repository and mess things up or make it too complicated, so I figured I'd start fresh and if it's easy enough to combine them both, I'll do so.

I hope to create music and sounds that will last with Jeremy. I'd like to put in a lot of effort to make sure that the tone is consistent and the quality is at a professional level.

Portfolio Site with Playable Version: [Robby Piwko Portfolio](#)
(download the game via the link at the end of the Jeremy section of the Games tab)

Current Git Repository: [Jeremy the Chick](#)

New Git Repository: [Jeremy the Chick Audio](#)

Asset List: [Final Project Asset List](#)