*Soulbeat* is a personal project of mine that is essentially a bullet-hell rhythm game. There’s no explicit narrative to the game. There is only a beating heart and the player must protect it from hurling spears with a shield. I essentially take the spear-hurling mechanic from *Undertale’s* Undyne boss fight and combine it with the subtle rhythm game aspect of *Super Hexagon* (video demos listed below). And since both games are pixel style and implement retro arcade sound effects, I wish to do the same for my game.  
 I’ll mostly be implementing sound effects for buttons, in-game sound effects, and game transition stingers. Assuming all of our sounds have to be either recorded or taken from Freesounds, I’ll be looking for robotic sounds (beeps, boops, etc.) for the interface sound effects, and for the interaction sound effects between the spears and shield, I’ll probably take the thud sound effects I recorded from Assignment 4 and add pitch randomization as well as distortion to make them sound more retro.  
 Since this is a simple rhythm game, there would be background music without much environmental ambience. I’ve already composed the music for the main menu as well as the first level, but it’s possible that I will look for free ambient/space tracks from Freesounds with some muffling/decreased volume for the game over screen to convey that the player is in some sort of sci-fi-like void.

**Links**

* [Asset creation list](https://docs.google.com/spreadsheets/u/0/d/1s3ftbKsOsCPSO6KA8wz6sz3xXkA-1w5dL8f-FDHmRxg/edit)
* [Undertale - Undyne boss fight](https://youtu.be/y-bLD_K9Ayc?t=176) (time-stamped to spear-hurling part)
* [Super Hexagon](https://www.youtube.com/watch?v=UE_uoPYRuWk&ab_channel=MatoMaster21)
* [GitHub Repo](https://github.com/Rachel-W3/IGME671_FinalProject)