

The Allegro Kingdom Challenge

Evil wizard **synchronzr** has summoned a spell that has destroyed all the Allegro Kingdom sound, which was originally implemented using Wwise.

Your mission is to bring back the sound to this kingdom using the native Unity audio engine and any other tools you might need to adjust the audio assets like Audacity.

In order to achieve your mission you will have to go through the following quests. Focus on primary goals first and choose your goals wisely.

1. Bring the silence in the Allegro Kingdom to an end by summoning the magic of music

1.1.1. Main goal: Add background music to the Title Screen scene (WAG_TitleScreen_V1.wav)

1.1.2. *Secondary goal level HERO: try to cut the loop between seconds 0:06 to 1:22*

1.1.3. *Secondary goal level GOD: try to keep the 0:06 pre-entry*

1.2.1 Main goal: add the background music to the Credits scene with a correct loop (Music_Forest_Mix.wav, pre-exit position 0:16)

1.2.2 *Secondary goal level HERO: fade out music before exiting scene*

1.3.1 Main goal: add background music to the game (Main Scene) You can use the Music_Forest_Mix.wav loop)

1.3.2 *Secondary goal level HERO: add the different background music loops to the different ambiances (check assets and pre-entry/post-exit points in the Wwise project)*

1.3.3. *Secondary goal level GOD: alternate day and night music loops*

2. Bring Allegro Kingdom characters back to life: make their actions sound

2.1.1 Main goal: Add most main character sounds (footsteps, attack with selected weapon, casting spells and pick items) See AdventureAnimationEventHandler.cs, Weapon.cs, DefaultSpellcraft.cs, Pickup.cs & CoinPickup.cs

2.1.2 *Secondary goal level HERO: randomize footstep sounds*

2.1.3 *Secondary goal level HERO: take floor surface into account in footstep sounds (see SoundMaterial.cs & PlayerManager.cs)*

2.1.4 *Secondary goal level GOD: change footsteps volume and assets depending on main character's speed*

2.2 Main goal: Add Evil Head sounds (EvilHeadAI.cs)

2.3 Main goal: Add Evil Plant sounds (EvilSpitPlantAI.cs & EvilSpitPlantProjectile.cs)

2.4 Main goal: Add Wwizard sounds (WwizardAI.cs & WwizardStaffChargeParticles.cs)

3. Bring back Allegro's magical ambiances

3.1.1 Main goal: Add ambience sound loops

3.2 Main goal: Add sound sources to scenes: torchs, lava, windmill, river, waterdrops, birds, waterfall.

3.3 Main goal: Add the teleporter sound at the options screen (WorldTeleporter.cs)

3.4 Secondary goal level HERO/GOD: Add reverb zones where required (Cave, Dungeon, Library, Forge, Core)

4. User is king! Bring back UI sounds

4.1 Main goal: add inventory sounds (Inventory.cs)

4.2 Main goal: add menu sounds (Menu.cs)

4.3 Main goal: add quest evolution related sounds (QuestGiver.cs y QuestManager.cs)

5. Achieve the final control over Allegro's Kingdom

5.1 Main goal: Create a mixer and add functionality to the music and general audio sliders in the options screen

5.2 Secondary goal level HERO: create an appropriate mixer hierarchy

The file **WAG_Original.zip** contains the original game executable file and the Wwise Project. You can use both as a reference.

The file **WAG_No_Sound.zip** contains a Unity project featuring a version of the game with Unity audio engine enabled and all Wwise sound stripped out. You must complete your quests with this project.

When finished (or reaching deadline) you'll have to upload the project somewhere in Internet (repository access suggested for teamworking) and you'll have to post the link to the delivery folder and everyone must upload a copy of the spreadsheet filling out which points have you been working in (I won't care much about workload balance unless I find a lot of difference between team members)

Good luck heroes!