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Sound Design & Dialogue Document

XBCGD7312

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# Music

**Note: you can double-click on any audio file to open the file dialog to select an app to play the audio file in.**



Figure – The music of CV.io (Denis-Pavlov-Music, n.d.).

The music choice for the game was motivated by the fact that calming music has been shown to reduce stress, and improve work productivity, which is in theme for the game (Gepp, 2023). This particular song was found online and was agreed upon as a good song for the game, as it has calming qualities, and is pleasant to listen to, and the song is also sufficiently long enough for looping/repetition to not be an issue, as by the song has finished, the player has likely forgotten already what the beginning of the song sounded like.

# Sound Effects

Sound effects are critical to polishing an experience, while often something left until the end of development, and often paid much less attention to. Good sound design is considered ‘Invisible’, players should not recognise it’s there, but the experience should feel bland without it (Enhanced Media, 2020). The sound design in our game works to do this by providing sounds that feel logical for their place in the game and work well at their intended function.



Figure – The paper crumple sound effect (Hjkloom11, 2017).

This sound effect is used to sound like a paper rustling and is used when the cv menu is opened and closed, this is done so that it sounds as though the player has physically picked up the CV.



Figure – The office ambience sound (Van Niekerk, 2024).

The office ambience sound was created by team member Sybrant, and is meant to be overlayed the music to create the ambient sounds one might hear in an office, such as printers, papers rustling and people chatting (Van Niekerk, 2024).



Figure – The notification sound for when a CV is present (SpiceProgram, 2017).

The notification sound is played whenever a CV lands in the inbox of the player to alert them that there is a CV awaiting review for them.



Figure – The mouse click sound used for buttons (aphom000, 2023).

This sound is the sound used for buttons, it is a mouse click sound, reminiscent of older hardware, as the sound is like that of a windows XP era mouse and is meant to invoke ideas of that in the player whenever they click a button.



Figure – The good sound effect (syseQ, n.d.).

The ‘good’ sound effect is what plays when a player hires an employee, as this is positive for the candidate, so the positive sound is associated with the positive action.



Figure – The cry sound effect for when employees are fired (Aurinko2222, n.d.).

This is the corresponding negative sound for the negative action of rejecting a CV. When a CV is rejected, a cry sound will be heard, as though the candidate who was applying is crying that they didn’t get the job.

# Narrative/Dialogue Document:

**This is the dialogue that occurs inside of the tutorial section of our game:**

#### Speaker 1:

"Hey! I’ve got a business trip coming up next week. While I’m away, you will be the head of the studio. Do you think you can manage?"

#### Speaker 2:

"Yes sir! What do I need to do?"

#### Speaker 1:

"Good! We have a few more applicants who want to join the open spots on the team. You will have to look over their CVs individually. The catch is you will only have time to look over four or five of those CV’s each day. So don’t rush too quickly when having a look at them! Review them properly and note their qualifications to what we need in the studio."

#### Speaker 1:

"When you receive a CV, make sure to check it through the CV menu. If the candidate’s qualifications meet our requirements, then click on the ‘Accept’ button. Else, click on ‘Reject’ button. Quite easy, right?"

#### Speaker 1:

"One more thing - the office and each department have a certain number of slots to fill. If you have a good candidate but all the positions are filled, then you will have to let one of the employees go to fit in the new candidate.’"

#### Speaker 2:

"Understood. But what if I make a mistake when hiring and firing the employee/s?"

#### Speaker 1:

"Good question! There are Two important bars that you must watch out for. Employee Happiness & Employee Productivity. If any of these bars reach below 20%… well, let’s just say, it’s game over for you. No pressure though!"

#### Speaker 1:

"You can manage these bars through the Employee Manager and Office View components. You can reassign people and terminate employees where necessary. However, remember that terminating too many people will lead to a decrease in productivity.”

#### Speaker 2:

“What is the Office View?”

#### Speaker 1:

“Ah yes that is your view of the entire office from an elevated perspective. You will get to see how the team is doing in terms of members' well-being and their levels of activity. The better your decisions, the smoother things run. But if morale drops, the office starts falling apart.”

#### Speaker 1:

"One more thing: if you bring someone new on board but later find out that they've been a bad fit for the team, you can let them go on the very first day! Be careful, it’s easy to lose the morale of the team if you keep losing people."

#### Speaker 2:

"I understand! Is there anything else?"

#### Speaker 1:

"The more employees that you hire, the less each employees status will count towards your overall efficiency and happiness. You will therefore need more employees to keep up the happiness and efficiency."

#### Speaker 1:

"Those are the basics. Just remembering is important. Do not hurry to make any of the decisions and avoid hiring just to fill the gaps. And naturally, ensure that the office is operational. Best of luck! See you next week!"

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