

# **Sound Effects and Music**

Tyrique Forbes ST10191223, Gabriel Camara ST10138961, Corbin Kruger ST10035315, William Hughes ST10029867

XBCGD7312 22/11/2024

## Contents

<b>Sound effects</b>	2
<i>Weapons</i>	2
<i>Movement</i>	<b>Error! Bookmark not defined.</b>
<i>Environment</i>	2
<i>UI and Menus</i>	2
<i>NPCs</i>	2
<i>Enemies</i>	2
<i>Non-hostile</i>	2
<b>Music</b>	2
<i>Combat</i>	3
<i>Menus</i>	3
<i>Exploring</i>	<b>Error! Bookmark not defined.</b>

## **Sound effects**

The game will include many sound effects for different purposes, ranging from the sounds made by weapons when attacking to UI sounds. Some of the examples of sounds to that will be used are:

### **Weapons**

- SFX for collisions depending on surface hit
- SFX for weapon attacks, different for each weapon and dependent on the motion of the animations
- More non-standard SFX for certain weapon's alternate attacks.

### **Environment**

- Various environmental sounds fit for the landscapes they are present in
- Integrated so as to fit with game's music.

### **UI and Menus**

- Various clicks and other sounds for pressing buttons or changing sliders.
- Preview sounds for changing volume
- Musical chimes when confirming whether to apply certain options.
- No music or game sounds when game is paused.

### **NPCs**

Although NPCs will be mostly limited to enemies within levels, the very few non-hostile enemies that might be present also need some sounds.

### **Enemies**

- Sounds for NPC movement – particularly when enemies are moving.
- Various combat barks ranging from prerecorded company warnings to less coherent robotic sounds.
- SFX for attacks as well for the wind up before an attack to give the player a chance to avoid.

### **Non-hostile**

- No recorded speech, rather musical chimes or silence for dialogue
- Interaction sounds such as shuffling of items when needed during dialogue

## **Music**

The game will include varied music that will be played and possibly looped through for a number of occasions, while in the main menu, or when certain conditions are met within a level.

Tyrique Forbes ST10191223, Gabriel Camara ST10138961, Corbin Kruger ST10035315,  
William Hughes ST10029867

### Combat

During combat the music of the game is based on the theme of breakcore. A fast paced high action genre which matches the pace of the game.

With sound effects from combat matching and not negatively influencing the gameplay but rather making it more unique and interesting.

### Menus

In the game's main menu there will be little music with a larger focus on environmental sounds in order to create a sense of calm. The few tracks used will be more ambient, aiming to highlight the sounds of nature and draw the player closer to the game's message and themes.