Yash Bagri

Documentation

Git Link: [YashBagriGDD/IGME671\_Final\_Project: Final Project for IGME 671. Taking an open source game and completely redoing the audio and implementation of it. (github.com)](https://github.com/YashBagriGDD/IGME671_Final_Project)

I’m using a unity web open source game for this project called OverJammed. [Nachodlv/overjammed: 2D retro game where you help make a game! Unity, C# (github.com)](https://github.com/Nachodlv/overjammed)

From this game I already have an idea of what I want to do with the audio of this game. It has a very simplistic style to it that can be expanded upon with audio with more depth. The game has a static sound for every event. I think randomization of sounds for stuff like footsteps is needed. Along with that pitch randomization or sound randomization would be great for the groans the devs make when they have a problem. I think ambience wise a song that got more intense as more issues were on screen, and as you are dealt with them and there is nothing it can slow down to a calming pace.