Project Proposal

For Game Audio Final Project by Kyler McQuillan

# Game Description:

This game is an endless runner that has a lot of menu interfaces with a fair amount of object and player interactions in game. It will give an adequate number of sources for me to implement sound design.

# Sound Work Analysis

There are sounds implemented in the game already, but my plans for the game will be very different than what it currently implemented.

### Sound Effects:

Since this is a player survival game, there are a lot of interactions in which the player can lose a life. Objects include a mouse, dog, trashcan, roadblock, and traffic cones. The player also has interaction noises that I would like to trigger sounds such as jumping, sliding, or even switching lanes. There is also a countdown in the beginning of the game.

### Dialog:

The only dialog that there might be is a cat’s meow for when the player hits something. There is no actual voice in the game.

### Interface Sounds:

There is a lot going on in terms of the menu. There are a lot of buttons available and I have great plans for how to make it all work together. There is a start button as well as menu icons to switch to different screens. I will be changing all of these and some, since they are for entirely different areas, will sound different too.

### Music:

Music is already present in the game, but I do not like it, so I plan to change it. I’m unsure how exactly I will go about implementing something new, but I might want it to reflect audio cues.

### Ambience:

There is slight ambience in the game already, but I would like to go all in for ambience. I want city sounds in the background and even some birds as well. I also think the faster you go, there could even be some wind ambience.

# Sound Process Work:

For the “hit object” sounds, these will be a combination of a couple sounds so the work for them will be blended through reaper. Ambience sounds will be randomized other than a city hum, and the wind ambience will increase directly based on the speed the player is traveling. Running into an object will end in a randomly modulated groan from the player.

There is a lot of sounds I am unsure of how to start tweaking, but I know for a fact that there is plenty of options for adding sounds in. I have a lot of plans for the project and know that it will go well.

# GitHub Link:

* <https://github.com/Yoshi32123/AudioFinalProject>