Sound journal

I started working on the sound by first going around and looking through a file filled with free sounds given to me by Daniel that were used in a GameJam and given out for free .I went through it and took some few sounds that we might use.

I also went around YouTube to look for music for the game and put the links in a txt document to see if I like any of them.

From these files I managed to find some sounds which I am going to use for the earth and wind characters movement.

Music testing loops

For the music I decided instead looking for a website of looped music which I found one which gives free looped music and went around the website to find some music ,I made a list with possible choices which i tested if they looped by editing them on audacity editing program . Then we going to test all these music and see which is best for the game.

Deciding which music loops to use

I have tested and shown the music files to the rest of group and we haven’t chosen four which are one for the main game, 2 for cave music ambiance and one is extra and is edited. So basically we can work with this music.

Final decision for music

We decided to use the first song which I found on looperman free looped music website which is called Lilldellec by Armando because we found really cheerful and fits for the whole the game. I tested the song on audacity to see how it loops then I gave to Daniel fixed some setting and added an audio source to make it work in the game and infinity loop until the game ends.

First prototype for testing

For the first prototype we going to use for showing and testing to people I needed to find some vine sounds to use for some elements and use the character movements sounds which I already have.

Most of the testers seemed to enjoy the music and are think is good for the game.