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IGME671.01 Interactive Game and Audio – Final Project

**Notes:** Not all ideas here are final, and changes will be reflected in milestone updates, asset list updates, etc.

**The Game:**

The 2D Platformer Microgame, available on the Unity Hub, appears to be a simple game designed for teaching the ins and outs of designing a 2D platformer as the name suggests. The game comes with a collection of sound effects and one music track, some already implemented and some unimplemented. It is devoid of dialog, which means much of the focus will be in sound effects, interface and ambience to replace the current default sounds.

**Sound Effects:**

The microgame comes with several sound effects that need to be replaced. Since the player character is a nondescript humanoid that reforms from some sort of liquid, and the main enemy is a crimson slime that reminds me of gelatin, I anticipate producing some some bizarre but cartoony sloshing, bouncing and other wet sound effects juggled around with FMOD’s multi instruments to be selected at random and tweaked to provide even more variation.   
  
**Ambience:**

The microgame’s default background noise is fast-paced, upbeat music that is very charming, but drowns out the sound effects and does not get softer when the game is paused. With use of FMOD’s parameterization, I think a more subdued but still inoffensive background ambience using outdoor noises could be a good change.  
  
**Music:**

If composing a simple musical tune is covered in the course and I end up getting a good idea for the background music, I may pursue that instead. However this may clash with the background ambience and I might end up having to pick one or the other.  
  
**Interface:**The microgame’s sole interface is a static pause menu with four buttons, togglable upon pressing the Escape key. Springy, upbeat sounds should be added for both the menu toggle and the buttons as there are currently none.

**Dialog:**

The game features no dialog, so sound work there will most likely not be necessary.  
  
**GITHUB URL:** [**https://github.com/acm7552/igme671-Project-Final**](https://github.com/acm7552/igme671-Project-Final)