Github url: <https://github.com/altonapecore/671_final_project>

Game

The game that I intend on using is a game that I worked on in gdd 2 last semester called Sword of Faith. It is a couch co-op game where one player has the sword and fights off enemies while the other player fixes generators that give skill checks. Every time a player fixes a generator, the other player has to fix a generator, and this means that the player will have to swap the sword over. After a certain number of generators are fixed, the exit opens up and the players have to leave at the same time in order to win.

Initial Analysis

While there are sounds in the game, they were low effort ones and some royalty free background music. I plan on pretty much overhauling the entire thing, making new background tracks and new sound effects.

Required Sounds

In order to reduce redundancy, all the detailed sounds will be in the asset list, although a general overview here is player sounds, enemy sounds, sounds when you’re working on the generator, and some ambient sounds including background music

Sound Process Work

Most of the sounds will be edited in Reaper, and then put into FMOD so that they appear in the game. Almost, if not all, of the sound effects will have randomized sound selection, and possible some pitch randomization.