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IGME671 – Project Proposal

For the audio files I’d like to create for my final project, I decided to choose an old unity game I made in a class last year with other team members as it feels incomplete thus far because it contains no audio assets. This game is called Crustacean Conundrum and is a puzzle game that requires the player to utilize two different movement bindings for two controllable characters that can each only move in one direction (x axis and y axis only). The theme of the game is set with crabs on a beach trying to get back home. With this, they have to path and work together to try to overcome the obstacles in their way and get back home. For the in-game experience, the game was made to be played with two separate players, although one player can play it just fine utilizing both movement binding options. (WASD, and arrow keys). The crabs / players push each other to complete the level together. Although the game is not fully polished, I believe adding in audio assets and creating them to work with the game would enhance the experience immediately and since a clear theme for the game environment has already been set, there is a better understanding of what sort of assets to create and expect from the game.

Since it isn’t much of a realistic game and more is intended as a cartoony goofy fun puzzle game, audio assets need not be too realistic. For example, a crab walking on the beach wouldn’t realistically make much noise, but I plan to utilize steps on gravel for the walking interaction to enhance the gameplay. The game is fairly brief as the game only has 5 sample levels, a start menu, credits menu, and controls screen. Since the game isn’t too big, all assets can be tested fairly easily, so that’s another reason I chose this game for my final project. Since an interface is already made, sounds like interface clicks and button noises are also able to be made for the project.

If you’re interested in the game, I’ve included my old unity files in the repository; just download the repo and navigate to /Crustacean Conundrum/Assets/Scenes/Start Menu and open it with unity and test it. It will give you the intended first-hand experience of the game. In general, the game is complete in idea so I have a very clear understanding of what sounds I need to make, documented in the asset list included.

Github Repo Link: <https://github.com/axo5586/InteractiveAudioProject>