

# Audio Experience Framework

This framework defines how sound supports player focus, emotional pacing, and decision clarity in a fast-paced, energy-based arena game. Audio is designed to enhance readability and tension without overwhelming the player or distracting from strategy.

## Sound tone

### Overall Tone

- Fast
- Punchy
- Clean
- Slightly playful

Sound should communicate **weight, timing, and urgency** within milliseconds. Audio never dramatizes emotion it reinforces awareness. Every sound must be readable instantly and support gameplay decisions.

## Emotional rhythm philosophy

Audio follows the **energy (elixir) flow** of the match.

### Emotional Loop

**Anticipation → Deployment → Clash → Outcome → Reset**

- Calm during energy build-up
- Sharp feedback during deployment
- Short intensity spikes during combat
- Quick return to calm after resolution

## Moments of silence vs intensity

### Silence :

#### Used When

- Waiting for energy
- Choosing cards
- Reading opponent behaviour

### **Audio Behaviour**

- Light ambient arena sound
- No rhythmic elements
- Minimal UI sound presence

### **Player Effect**

- Mental clarity
- Reduced cognitive load

## **Intensity:**

### **Used When**

- Multiple units collide
- Tower health is threatened
- Late-game / high-stakes moments

### **Audio Behaviour**

- Faster impact cadence
- Sharper hit sounds
- Subtle tension layer added

### **Player Effect**

- Urgency
- Focus
- Heightened awareness

## **Ambient concept direction**

Ambient audio exists to maintain the feeling of a living arena without demanding the player's attention. It supports focus during planning moments and holds subtle tension between actions. The ambient layer remains calm, neutral, and restrained, allowing combat and UI sounds to stay clear and readable.

Ambient sound is minimal and abstract, consisting of low-volume arena ambience, soft crowd murmurs, and subtle environmental hums. It never contains melody or rhythm and never escalates into emotional storytelling. Ambient audio adjusts slightly with match intensity but always remains secondary to gameplay feedback.

## **Basic mapping:**

### **MENU:**

#### **Tone**

- Calm
- Friendly
- Neutral

#### **Purpose**

- Prepare the player mentally
- Avoid pressure or excitement

#### **Audio Feel**

- Soft button clicks
- Gentle background loop
- No strong melody

## **BATTLE - LOW INTENSITY STATE:**

#### **Tone**

- Controlled
- Tactical

#### **Purpose**

- Support planning and positioning

#### **Audio Feel**

- Clear unit footsteps
- Light attack sounds
- Minimal background rhythm

### **BATTLE - HIGH INTENSITY STATE:**

#### **Triggers**

- Double energy phase
- Tower health below critical threshold
- Heavy unit engagement

#### **Tone**

- Pressurized
- Focused
- Urgent

#### **Audio Feel**

- Faster sound cadence
- Stronger impact sounds
- Rising tension texture

### **VICTORY:**

#### **Tone**

- Confident
- Clean
- Brief

#### **Purpose**

- Emotional closure

- Reinforce success without over-celebration

#### **Audio Feel**

- Short uplifting jingle
- Controlled crowd cheer

### **DEFEAT:**

#### **Tone**

- Neutral
- Reflective
- Encouraging retry

#### **Purpose**

- Reduce frustration
- Promote learning

#### **Audio Feel**

- Soft descending tone
- No heavy or sad music