

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