Christian Rego

Game & Audio

Final Project, Milestone 1

The game I am going to design audio for is a proof of concept hybrid between Tetris and Asteroids that I developed a while back.

The game will start with an upbeat fanfare that will be the only music that is played in the game. The rest will be primarily sound effects and background ambiance.

There will be a sound effect for each movement performed by the ship, the different types of blocks you can hit, any time the ship takes damage, the recovery period for the ship, and shooting the blasters. Additionally there will be a wall bounce sound that is dependent on your velocity when you collide with the wall, and ambient fireworks that go off in the background, whose sound will be dependent on their position relative to the camera. Hitting individual monominos will also play a random pitch for its sound.

<https://github.com/cmr6117/GameAndAudioFinal.git>