For my final project, I will be creating audio for my asteroids project from IGME 202. It is a very simple Unity project, so most aspects of gameplay can have sound associated with it. I can also very easily add in features if I have a good idea for audio or sound to go with it. Ideally, I will add in sound for the following (broad) features:

* Ship movement
* Firing projectiles
* Taking damage
* Splitting asteroids
* Destroying asteroids
* Losing
* Score milestones
* Starting and ending the game

Several of FMOD’s features will come in handy. Random sound selection will be useful for altering the sounds different asteroids make when hit, changing the sound when firing a bullet, and taking damage. The parameterized sound can be used to alter the intensity of the ship’s engine noise based on speed, and add in some random sputters and alarms to signify when the ship is damaged.

In addition to base sound effects, given enough time, I may compose some ambient music for the game to play in the background. It would likely be a smooth, electronic piece with sci-fi themes and a chilled out feeling to go along with the slow, methodical gameplay of something like *Asteroids*.