# Project Proposal

## Point and Click Adventure Game

This project will utilize Unity’s [Point and Click Adventure Game Tutorial Project](https://assetstore.unity.com/packages/essentials/tutorial-projects/adventure-sample-game-76216). It contains two levels, which provide many opportunities to provide a wide variety of sounds. The project features a high-tech security room level as well as a rustic market level, which contains various collectibles and opportunities to incorporate ambient sounds.

## Ambience

There will be two ambient events, one for each level. The Security Room event will feature various random electronic beeping sounds, as well as a laser buzzing sound. I will utilize the Scatterer Instrument for this. The Market Ambient event will utilize a parameter sheet for crowd intensity.

## Dialog

There will be two simple events for dialog, one for an argument between two people, and one for a snoring loop.

## Interface Sounds

I will use a generic DialogAppear event, which will use a parameter to determine the pitch of the sound based on the context, as in, if the dialog is positive or negative. MovementInterface and SceneTransition events will be simple one-shot events.

## Music

I will compose two original pieces for this game, one for the security room, and one for the market. These will be 2D looping events.

## Sound Effects

### Footsteps

I will be utilizing the Scatterer instrument to shuffle between footstep sounds as well as parameters to determine which set of sounds to play based on the ground type.

### CollectCoin, GlassesDrop, CollectGlasses, CollectFish, CollectCoffee

These will be simple, one-shot events.

### Bird

Various bird sounds that can be manipulated in intensity using parameters.