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IGME 671

Interactive & Game Audio

**Project Proposal**

**Game Overview:**

Descendate is a mixture of the rpg and visual novel/dating sim genres that takes place in a fantasy world with magic and orcs. Players control a traveler who arrives in a town that thrives around a mysterious dungeon that’s been around for as long as anyone can remember. They come for the prospect of riches that could be found inside the dungeon, despite dangerous creatures also dwelling inside, and take up residence at the local inn. Throughout this game, players will forge relationships with the townsfolk in efforts to recruit them into their adventuring party, or possibly to romance them. However, just as you can get these npcs to love you, you can also get them to hate you, so your every dialog choice matters.

**Sound Effects:**

Sound effects will entail any hustle and bustle noises from the overworld and various buildings in the town, as well as possibly some noises for different levels in the dungeon, if our project scope manages to encompass that again; right now we are just focusing on the overworld and the people/things in it.

**Dialog:**

Our game is not currently scoped to included complete voiceovers for the characters who the player will be talking with, however it would be nice to have some grunts/exclamation noises from characters when certain dialog interactions are triggered.

**Interface Sounds:**

Currently we have menus for inventory & party management, as well as some built-in noises that accompany our dialog tree system. I’d like to look into crafting some fitting sound for all of these, though I am currently unsure as to how integrating FMOD with our dialog tree plugin would work, so that would require some research.

**Music:**

Music tracks for a variety of scenes have been crafted by a more musically talented friend of ours for use in this project, so it’s really just a matter of implementing it with some nuance through FMOD.

**Ambiance:**

Pretty much the same situation as with sound effects, just going to try and make content that would be fitting for a medieval fantasy town setting.

**Process:**

For processing all this audio, I think a large combination of all the techniques we’ve learned for FMOD so far plus some new ones I hope to pick up soon will be needed. For starters, ambience will need to utilize randomized triggers, pitch randomization, and looping to keep everything sounding lively. Then, for dialog, sound effects, and interface sounds I’ll need to learn how to get FMOD events to fire off specifically when certain events occur in Unity, or more importantly in Fungus which is our dialog tree plugin.

**Github:**

<https://github.com/dantayy/DescendateSoundDesign>