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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. It’s these relationships that form the cornerstone of our gameplay experience, so having sound design that reflects that is paramount.

**Sound Effects:**

Sound effects for this game should include the sounds of footsteps on surfaces such as dirt, gravel, and wood (at a minimum), door opening and closing noises, and perhaps some jumping noises, though we’re unsure if jumping is even going to be a thing in the final game so that would fall low on the priority list.

**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 sounds 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:**

We’re unsure of how many of these environments we’re actually going to be able to implement by the end of the semester, but if we’re shooting for the moon then we’ll need some ambience for our overworld, tavern, inn, blacksmith, and possibly a battle scene in the dungeon. This could include, but would not be limited to: a flowing river, clattering tableware, creaking wood, crumbling rocks, metal hitting metal, and quiet/loud crowd chatter.

**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>