# Project Proposal

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IGME.671.01

## The Game

*Wrath of the Bony Boys* is a single-player, satire-horror game that I co-developed with several classmates last year in Game Design and Development II. The game is set in a fog-filled graveyard backing up to woods. The goal is to collect several pumpkins scattered around the scene while not being tagged by one of several skeletons chasing you. These skeletons hover above the ground and roll around through the air, sometimes leaping well over the player’s head. The game ends when the player either collects all the pumpkins or collides with a skeleton. These skeletons relentlessly chase the player throughout the level. There are between five and ten of them total, and they are only (temporarily) stopped by objects in the environment.

## Required Sounds

* Sound effects
  + Rattling bones of the skeletons
  + Footsteps
  + heartbeat/heavy breathing
* Dialog
  + Verbal noises from the skeletons (nonsensical)
* Interface sounds
  + Hovering over menu buttons
  + Clicking menu buttons
* Music
  + Title screen
  + Death/loss jingle
* Ambience
  + Wind
  + Creaking trees
  + Nighttime forest noises (crickets and birds and such)

The player moves by walking, so there needs to be sounds to suggest that. The entire level is covered with grass, so only a few takes are going to be necessary. The same goes for heartbeat and breathing noises. The dialog will only consist of strange noises produced by the skeletons. These won’t be real words but rather groans and grunts. The UI is pretty much limited to the main menu, pause menu, and game over screen, and these all have buttons. There will need to be consistent sounds for both hovering the mouse over a button, moving the mouse off of one, and clicking on one. To create a horror-like atmosphere, I’ve elected to not have any background music play outside of menus. Music will be limited to the main menu and game-over screen. Both of these will have rather short, looping jingles to assist with the satire portion of the game’s theme. The ambient noises are going to accentuate those of a graveyard and forest in the middle of the night. I want to push the creepiness, so the wind and creaking of trees will come and go with loud peaks.

## Sound Processes

Randomized sound selection and parameter randomization (with pitch and whatnot) are going to be useful for creating any ambient sounds. Trees don’t creak and owls don’t coo at regular intervals after all. Any sounds produced by the skeletons will have to attenuate with distance from the player. The player’s own noises will also be influenced by the proximity of enemies; the closer the skeletons get, the louder the heartbeat will be. Walking, on the other hand, will also use a sort of randomized selection from a group of takes, like what we did for the footstep exercise in class.

## Links

[Asset List](https://docs.google.com/spreadsheets/d/1Ihrxbvih1aJDs-yr62j2JpAWiqAi8WGZaoQnz5aVHzg/edit?usp=sharing)

[GitHub repo](https://github.com/dop4398/IGME.671)