**Horror House Sound Plan**

Evan Svendsen

Sound List:

3D:

* **Creaky Gate**: Plays when the gate is opened. Triggered with box collider.

*Taken from open source libraries (to be found later)*

* **Rustling Leaves**: Plays on loop in the background while outside the house

<https://lethbridgecollege-my.sharepoint.com/personal/peter_gingras_lethpolytech_ca/_layouts/15/stream.aspx?id=%2Fpersonal%2Fpeter%5Fgingras%5Flethpolytech%5Fca%2FDocuments%2FRadio%20Station%20Music%20%26%20%20SFX%2FExtra%20SFX%2FSFX%5FLEAVES%20IN%20WIND%2Ewav&referrer=StreamWebApp%2EWeb&referrerScenario=AddressBarCopied%2Eview%2Edc63f35a%2De6c6%2D4fd5%2Db724%2Da91b8545fe83>

* **Lightning Thunder**: Play triggered randomly when lightning flashes

[Freesound - thunder7.wav by nednednerb](https://freesound.org/people/nednednerb/sounds/38250/)

* **Door Open Sound**: Played automatically when the main entrance doors are opened

*Taken from open source libraries (to be found later)*

* **Airlock Guest & Power Room**: Loops in the background the entire game with a very low volume and in 2D space so that it overlays on top of any other sounds being played. Mixed with the audio mixer from Lab 4.3 and converted to 2D sounds for the background

*Taken From Horror & Suspense asset pack*

* **Supernatural Demonic Voices**: Plays randomly in sequence on the demon model sitting in the chair. When one sound finishes, it will select a random new sound to play

*Taken From Horror & Suspense asset pack*

* **Grandfather Clock Ticking**: Plays on loop. Player will hear this sound when approaching the clock

*Taken from open source libraries (to be found later)*

* **Organ Drone**: Loops on the piano. Keys move on their own animation

*Taken From Horror & Suspense asset pack*

* **Fridge Hum**: Loops on the fridge in the kitchen

*Taken from open source libraries (to be found later)*

* **Rocking Horse Loop**: Rocking horse plays in the bedroom animating rocking back and forth

*Taken from open source libraries (to be found later)*

* **Light Flicker**: Lamp in the front entrance will randomly flicker when the player approaches it. Lamp flicker sound plays while the lamp is flashing. Also played on upstairs bedroom light

*Taken from open source libraries (to be found later)*

* **White Noise**: Upon entering the murder room, the white noise will be triggered by the box collider and the pitch of all noises will drop slightly.

*Taken from open source libraries (to be found later)*

* **Ship Sounds**: Randomly played in a playlist on loop in the bathroom

*Sourced from Tech Skull Studios purchased assets*

2D:

* **Footstep Sounds**: Play while the character is walking through the house and outside

*Sourced from Tech Skull Studios purchased assets*

* **Collect Sound**: UI sound plays when the player picks up the religious artifacts

*Sourced from Tech Skull Studios purchased assets*

* **Audio Narration**: Plays at the start of the game. Describes the gameplay and goal and win condition. Recorded by myself

*To Be Recorded*

Rooms:

**Outside**:Player will spawn here and enter the house. Plays the sound of leavesin the background. Open space sound does no reverberate off surfaces instead dissipates fast. Creaky gate sound played when entering.

**Main Entrance**:Loop on the grandfather clock. Player will enter the house at this location. Closed space the sound will be slightly absorbed by the surrounding walls. Lamp flickering sound on the lamp to the right. Door opening sound will be played when entering.

**Upstairs Bedroom**:Player must ascend the stairs that go to the left. Enter the room immediately in front and the **cross** will be sitting on the bed. Light flickering sound plays on the ceiling lamp.

**Upstairs Bathroom**: Player will ascend the stairs that go to the right. Enter the room and collect the **Bible** located on the shelves near the sink. Window is open and the sound of leaves will be heard from the outside through the open window. Ship sounds loop in the bathroom.

**Kitchen**:Tangentially connected to the main entrance + grand staircase. **Holy water** can be found in this room on the kitchen countertop. Lots of metal objects will cause the sound to reflect more than in other rooms.

**Fireside Room**:Tangentially connected to the piano room. Demon sits in the chair pointing to the murder room. **Exorcist Stak**e found in this room inside of the fireplace.

**Final Room (Piano Room)**: Where the murder occurred. Player must bring the religious objects collected to this room to lift the curse. Static white noise will play very quiet in the background in this room. Triggered when entering with a box collider. The white noise indicates the place between worlds where the rift has been opened by the curse.

Layout:

A diagram of a house

Description automatically generated

A diagram of a room

Description automatically generated

A diagram of a bathroom

Description automatically generated

A diagram of a bedroom

Description automatically generated

A diagram of a kitchen

Description automatically generated

A diagram of a room

Description automatically generated

A diagram of a room

Description automatically generated

Story:

A girl has been murdered in the piano room and you are sent in to lift the curse. Player is made aware of this through narration at the start of the game. Your character has been sent to lift the curse upon the house. The child’s spirit haunts the house.

Gameplay:

Player must find 4 religious artifacts hidden throughout the house + scene outside and bring them to the murder room to lift the curse on the house.

Religious Objects:

* Cross
* Bible
* Holy Water
* Exorcist Stake

Bonus Marks: I will find more sounds over time as I work for the 7 rooms listed so that each has at least 5 audio sources playing.

😊