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IGME 671.01

Project Proposal

https://github.com/evh5516/AssaultOnTheBlackCourt.git

For my final audio project, I’m going to work with a 2D Dungeon Crawler that a few classmates and I made last semester for a class. The game is fairly fleshed out and has some interesting interactions and mechanics that I think would be fun/cool to produce sounds for. The game currently has some audio, but nothing that I made so I’m interested in the challenge of creating and replacing with something more fitting that’s made by me.

The game is a 2D Dungeon Crawler that involves vampires and magic. The sounds I plan on needing to create for sound effects include footsteps, magic casting and charging of spells, enemies hit/player hit, healing, and hellhound barking. There will be no dialogue. I will need to create some sounds for the UI and menu screens, as well as possibly either some background music or ambience (like office chatter) to fill in the background of the game.

I plan on using a decent amount of looping for things like footsteps and charging effects. I think doing parameter randomization might be nice to change pitches and other aspects of things like spell casting to make each spell feel like it has a different weight. I will definitely add some more intense ambience and background track to the two boss rooms and maybe speed up or change the tone for those rooms.