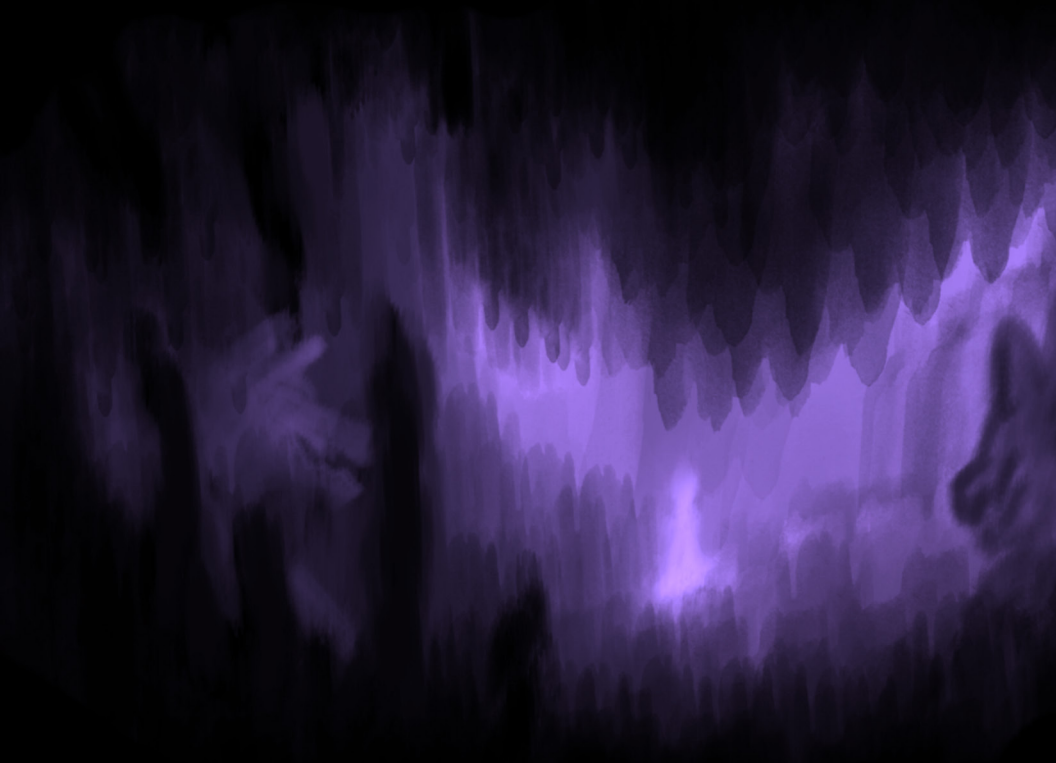


Project Sound



System Requirements

Windows Vista or higher

Intel i5 @ 2 GHz or equivalent

Graphics Card that supports DirectX 9.0c
with Shader Model 1.1

At Least 50 MB of free disk space

512 MB Ram

Keyboard

Speakers or headphones

Installation

- 1) Download the Project Sound Game file from ...
(has not been set yet)
- 2) Open the executable file and click "Install"
- 3) Run the game

The Backstory...

Project Sound takes place in a world without light. Years of diminishing light finally culminate in the death of the nearest star. Over the years lifeforms on the planet have managed to adapt to the lack of light and instead thrive upon sound energy. These lifeforms feed on the sounds made by other lifeforms and the environment, absorbing it through evolved auditory organs.

The primary inhabitants of the world have managed to adapt to their lightless environments as well by developing primitive echolocation technology. The player controls one of these inhabitants, Tom. In the midst of the chaos caused by the dying star, Tom's family has left to find supplies and haven't returned in a while. Tom's only companion in the darkness is Aria, his childhood friend.

One day Aria goes missing. Tom, in desperation, leaves the safety of his home to search for everyone. Armed with only his echolocation device he faces the dangers of the lightless world, including hostile creatures and deadly environmental hazards. In his pursuit he will uncover distant memories of a world not yet consumed by darkness and discover the truth behind Aria and his family's disappearance.

Game Objectives

Find the exit

Tom explores a series of levels on his quest to find the truth. In each level Tom must find the exit, which is represented as a glowing yellow ring.

Survival

In his search for the exit Tom must utilize survival instincts to avoid and escape a host of hostile creatures.

Exploration

Along the way Tom will uncover lost audio notes that reveal his memories and thoughts.

Game Controls

Menu Controls

Select- Up and Down Arrow Keys

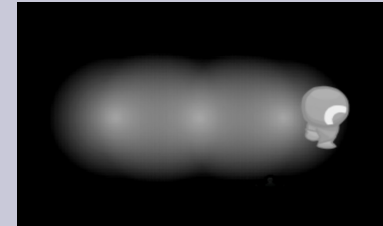
Confirm- Enter Key or Spacebar

Pause Menu- Escape Key

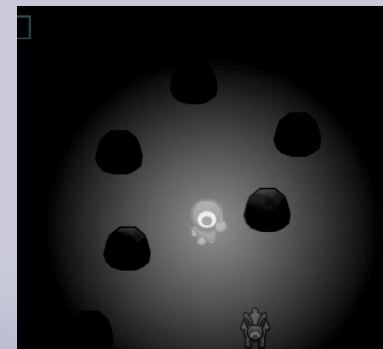
Walk - Arrow Keys



Run - Shift + Arrow Keys



Ping - Spacebar

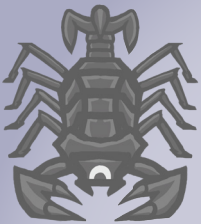


The Player



Tom - The lonely boy who explores the levels, armed with his ecolocation device. Looking for The Light, Tom has a limited number of pings, but he can reclaim energy from any absorbed sound.

Enemies



Campers - Creatures that wait patiently to kill prey as they get near. Campers only move within a certain distance from their starting location, and do not have the ability to ping.

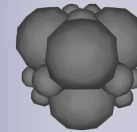


Hunters - Hostile creatures that will chase and kill the weak- Tom and any nearby critters. Hunters have the ability to both ping and chase by listening for sound.

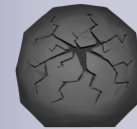
Other Objects



Critters - Harmless creatures that ping occasionally as they hop around. While excellent for helping Tom collect more sound energy, beware when you stumble amongst many dead critters as a hunter may be nearby.



Avalanches - Rock formations that may collapse if hit by a ping, or run into. Avalanches will kill whatever happens to be next to it when it falls, and may also block paths after fallen.



Breakable Rocks - Rocks that break when hit by an intense ping. Breakable rocks disappear after they break, and may open up new paths in the level.



Landmarks - A location marker that does not fade away once found. Landmarks are helpful as they give Tom a reference point as to where he is in the level.



The Light - The goal. Tom is in search for this, as it will bring him one step closer to finding the truth behind his Aria and her family.

Credits

Project Leader, AI Programmer
Anthony Chen

Lead Programmer
Detian Shi

Graphics Programmer
Nicholas Beaumont

Level Designer
Leina Sha

User Interface Designer
Danielle Lee

Visual Artist
Natalie Diebold

Sound Composer
Nathaniel Root