

[GAME NAME]

AUDIO BIBLE

BASIC INFORMATION

Description: (basic idea of what the game is about)

Genre: (what genre is the game: RPG, action, FPS...)

Target Audience: (describe the target's demographic, interests...)

Game Team:

- **Product Owner:**
- **Project Manager:**
- **Game Designers:**
- **Programmers:**
- **Art:**
- **Quality Assurance:**

AUDIO PILLARS

Describe in 3 to five ideas the overall aesthetic of the audio wanted for the videogame. How is it going to be focused?

MUSIC

Style: music style will vary depending on the place we are:

Instrumentation: (list of all instruments needed to compose the music. All real or also digital programs?)

Recording/Engineering Philosophy: (specify the production stages and how will things be recorded. Are instruments going to be in a single track or recorded separately?)

Dynamic Range: (how loud or low can music get during the entire game. Will it vary depending on the situation?)

SOUND EFFECTS

Ambience: (description of the different scenarios of the game, what kind of ambience sound do they need?)

Sound Palette: (list of all things that will require sound effects. Ej. footsteps, object pick-up...)

Dynamic Range: (how loud or low can sound effects get during the entire game. Will it vary depending on the situation?)

VOICE-OVER

Characters: (list of all characters that will need voice-over with descriptions. Separate main characters voice-over of others like crowd voice-over or background characters)

Orientation: (define the general attitude of the voice-over. Is it going to be more serious, cartoonish, narrative oriented?)

Voice Types Required: (kind of voices wanted)

Cast Size: (define the aspects that will be taken into account when hiring professionals. Age range, gender, accent... How many actors will we need? And can some actor do more than one voice?)

Special Effect Voices: (what voices will need an effect over them. Monsters, robots...)

Script: (link to the document with the entire script that will need voice-over)

TECHNOLOGY

Platform: (what platforms will the game be on)

File Format: (.wav, .ogg)

Data Budget: (maximum of 1GB, unlimited...)

Middleware: (program used for the implementation of sound)

NAMING CONVENTIONS

Write down the different rules that will need to be followed for the naming of music pieces, sound effects, voice-over audios and background sounds.