Production Brief – Complex Game Systems

## Premise

I will be implementing game audio using FMOD Studio and the FMOD Unity integration package. I will be setting up a tech demo in Unity to show different FMOD audio concepts.

## Production Goals

* Setup FMOD Unity integration
* Setup audio events and parameters in FMOD Studio
* Setup a UI layer to handle input for the different audio demonstrations.
* Audio demonstrations
  + Volume sliders for master, music, effects, and dialog
  + Buttons to play different SFX and dialog clips
  + Slider to increase the intensity for game music to change which part of the clip is playing
  + Have music volume reduce, when dialog is playing
* Bonus demo, if I have time
  + Car engine that ramps up as the RPM is increased