**Sound design**

Opening door

For the door opening sound I will need the sound of a handle being turned and the door opening. Fortunately, my door fits this perfectly so I can just record the sound of my door.

Phone ringing

The phone ringing will just be a simple generic phone ring, something similar to this <https://www.youtube.com/watch?v=f-g0hkNsZcc>. I will then take the sound into Audacity and edit it into a loop.

Walking

My game takes place in a big open room, so for the footsteps of the player there will need to be some echo on it to make it immersive. I’ll take one of the sounds from here, <https://www.youtube.com/watch?v=9g7uukgq0Fc>, and use audacity to give it the echoey feel I’m looking for.

Draw opening + Light switch

These are both very simple sounds that I can get from recording the light switch and drawers in my room. Because of how simple these sounds are I can probably import them straight into Unity without any editing in Audacity.

Water tap

The water tap sound will need to be a constant sound, so to achieve this I will record my tap whilst it’s on and then use audacity to edit it into a loop, which will constantly play in the scene until turned off.

Keyboard + computer sounds

For the keyboard key press sound I will simply record the sound of a key press on my keyboard and have it play whenever the player inputs a key. For the sounds the computer will make when the player inputs the code, the will use sounds similar to these <https://www.youtube.com/watch?v=worclOeTALw>. For my MAP I’d would also like to add some ambient computer sounds, these being fans that are constantly on but randomly rev up.

Gas + fire

For both of these sounds I can record my gas hob and then use audacity to edit them into the sound I want.