Overview:

With your partner, discuss and brainstorm the kinds of sounds that exist within your scene. Discuss how these contribute to the overall immersive quality of the environment.

Directions:

Do this for each of your spaces.

* Consider the environment first
  + What is happening? What is moving? What noises would be present in the soundscape?
* Then consider your narrative
  + What is occurring in the story? How do you want the player to feel?
* Then order the sounds
  + Which sounds will be loudest? Where will they be located? How do they impact the user’s perceptions?

Deliverable:

Answers to the above questions for each of your spaces.