Project Proposal

For this project, I plan to recreate the sound for the Unity FPS microgame. I feel that this game’s sound would best be suited with a sci-fi feel, as the game involves fighting robots on the surface of another planet. I plan to set up the game so that it has two weapons (a blaster and a shotgun), two enemies (a drone and a boss), a jetpack, running/walking/jumping, and a health system (with damage sounds and health pickups). In addition to sound effects for these systems within the game, ambience for being on another planet and various UI sounds will need to be implemented.

For a lot of the events in FMOD, randomized sound selection with randomized modifiers such as pitch and volume will be especially important. For example, picking a random sound effect with slight variation each time the blaster is fired will ensure that the sound does not get stale quickly. For ambience, I would like to add in wind as well as some crackling of the lava below the level, and vary their intensity based on the location of the level (i.e. the ambience is higher volume when the player is on the outside platforms). No dialogue sound effects are necessary, and for music I can keep it simple with a looping song as well as jingles for when the player wins or loses.

The project repository can be found here: <https://github.com/jak4694/671-Final-Project>.