

Audio design document for the “Chop-chop” game

1. **General info about the game (like a pitch to the publisher with some broader narrative)**
The game is action adventure, where pig chef is traveling around in fantasy world
2. **Genre, core mechanics**
3-person action adventure, walking simulator with cooking and fighting monsters
3. **Target audience**
Students/Unity devs
4. **Reference games (might not be of the same tier + other media)**
Animal Crossing
5. **Technical requirements (platform, formats)**
PC/Win, WAV 16/44.1
6. **Optional: mix quality**
Cut 2-5 kHz, enhance the higher freqs 10+
7. **Naming convention (CATEGORY_ShortName_Nr.wav, events, RTPC)**
AMB_Seashore_01.wav
8. Links: [event list](#), [repository](#)