

CS 4730: Computer Game Design

SFX and Level Team: SFX and Polish

Overview

For this assignment, you will add all sound effects and music to your game. In addition, you will identify items for polish in the environmental interactions and fix as many of them as you can.

IMPORTANT NOTES

- 1) For this assignment, your larger group will submit a **SINGLE BUILD** of your game, with the additions of each of the three sub-teams incorporated. This will serve as a **final release** of your game.
- 2) In lab, you may have negotiated slightly different requirements than are specified in this document. If this applies to you, then work on the requirements you agreed to with your TA.

Part 1: Music and SFX

First, add in all music and sound effects that your game requires. You should have music throughout your game (unless your designers have a **VERY** specific reason to not have music) and all major actions should produce some kind of sound effect. If you have any concerns about the depth of coverage, ask your TA for guidance. When in doubt, put in a sound effect.

Part 2: Listing/Identifying Polish Items

The next thing you should do this week is examine your gameplay levels, environmental interactions, and other items you were responsible for and make a comprehensive list of improvements that could be made to these particular characters / entities. Your list should have at least 25 items for polish listed. Some examples of things you might notice:

- There is a delay between when the character attacks an enemy and the enemy takes damage.
- It is possible for the player to get stuck in walls if they are falling very fast.
- Sometimes controller commands don't work when pressing multiple buttons at the same time.
- Etc.

Once you have this list, sort it in order of priority. Highest priority items should be game-breaking issues (e.g., A scene transition point isn't working and taking you to the next room). You will be submitting this prioritized list.

Part 3: Fix identified issues

You need to fix / address the issues you identified in your list. If your list is shorter than 25 items, justify precisely why you could not come up with more. If you weren't able to fix every item, justify why you did not or could not do so. Once an item is fixed, note this in your document.

Part 4: Final Build

Work your fixes into the final build of your game. Finalize your list of polish items so a grader can easily understand the changes you made to polish your game.

Turn In

Submit a single zip of your game on Collab OR a link to a github repository with **ALL** of the additions from each sub-team incorporated. You must also include a pdf of your polish items and the status (fixed, not-fixed with justification, etc.) for each.