The game I am designing audio for is called Zombie Slayer. It is a group project for IGME 450 that I’m creating with three other students. Zombie Slayer is a casual, top-down, arcade-style shooter. Players control their character using WASD, and aim and shoot by clicking on the screen. They must fight off endless waves of zombies, upgrading their weapon and exploring the maps by spending points, which are attained by slaying more zombies.

The sound work I’ll need to do will include mostly editing of sounds to make them match our style, as well as occasionally recording and trimming them. Most frequently, however, I’ll be using FMOD to integrate these sounds into the game in more reactive ways.

The sound effects we’ll need will include various zombie noises, gunshots, and other interactive types of sounds that come from moving around the map. Music will be minimal, if at all present. Ambience sounds such as eerie creaking noises and other horror-esque ambient sounds would play a prevalent role in setting the atmosphere for the game. There won’t be any dialogue. FMOD will allow me to randomize and ‘generate’ a lot of these noises in a very natural-sounding way.

GitHub Link: <https://github.com/RMUPandDOWN/IGME450_ZombieSlayer>

(If there’s any issue accessing, please let me know; I’m not the owner of this repository, because it is owned by another group member.)