# Sound Effects:

We’re going to implement a various amount of sound effect into our game. Since our game is based in the Cape Flats, which is a very dangerous area, but also a community that thrives on communication with the neighbours. Like most townships, people are familiar with others. It’s very rare for someone to not know or interact with the people they live with.

That’s why we’re going to add sound effects of people talking, as there will be npcs roaming around the play area, we will give them talking sound effects, similar to sims so it gives the game life, and to the npcs as well.

Cars will be implemented into our game, driving by the areas so we will add cars hooting, and tires screeching sound effects.

Since the cape flats are known for its high crime rate we will add gunshot sound effects.

Through our sound effects we would want to emanate the feeling of everyday life within the Cape flats, to show the player this place is a vibrant community will lots of life, but a dangerous one as well.