# 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 npc’s roaming around the play area, we will give them talking sound effects, similar to sims so it gives the game life, and to the npc’s 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.

Table of Sounds

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| **Sounds:** | **Description:** | **How it will be used:** | Reason for use: |  |
| **Ambient sounds** | The Ambient noise in our game refers to background sounds that create atmosphere and make the game world feel more real. | * Birds chirping * Rain | These sounds are important for setting the mood and enhancing immersion. |  |
| **People talking** | Refers to the audio of characters' voices, including both main characters and non-playable characters (NPCs). | * Main character dialogue * Non-player character dialogue * Background chatter/ npc talking in the background of the game | This type of sound is integral to storytelling, providing narrative context, enhancing immersion, and giving players essential information. |  |
| **Cars Hooting** | This sound effect is typically used to enhance the realism and atmosphere of the game environment, especially in urban settings. | * Taxies and cars roaming around the environment | It helps create a dynamic and immersive experience by mimicking real-world traffic sounds. |  |
| **Gunshots** | Refers to the audio effects associated with the firing of guns and other firearms. | * Gunshots in a specific area in the game could tell the player, that exact area is heavily gang affiliated. | This type of sound is crucial for creating a realistic and immersive experience in games that feature combat or action sequences. It provides immediate auditory feedback to the player, indicating when and where a weapon has been discharged. |  |

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| **Interact sound** | Interactive sounds in games are audio elements that respond directly to a player's actions or presence within the game world. | * When the player picks up an artifact within the game * When the player clicks on option within menus etc | These sounds are designed to provide feedback, enhance realism, and contribute to the immersive experience by making the game environment feel dynamic and responsive. |  |