**Game Description:** A personal project made in unity featuring a sword-wielding protagonist fighting enemies through a level. The level consists of multiple rocky platforms above a lava lake. There are 2 implemented enemies: A lizard that chases and bites at the player and a Butterfly that shoots fireballs towards the player when they get close. The player’s actions include swinging a sword in a 4-hit combo, roll dodging, jumping, and firing a spell. There are 2 different spells that can be chosen from: A fireball and an earthquake/shockwave.

**Initial analysis:**

There are many aspects of the game which can be enhanced by sound in this project. In terms of sound effects, the player’s actions of attacking, dodging, casting, jumping, and running should all have distinct effects. There should be effects for all of the actions that the enemies will take. And finally, there should be sound effects for dealing and taking damage. Using FMod parameters could make the damage sounds more intense depending on the strength of the hit.

The interface needs sounds to indicate when the player has switched spells. In terms of ambiance, I think a combination of a bubbling lava effect and a rocky cracking sound should convey the surroundings of the area quite nicely. The use of randomized sound selection could be very useful in making the lava feel more chaotic and fiery.

Finally, a music track could be added to give the level more character. I think I would go for a more intense track for this level, as the environment feels very dangerous.

Github URL: <https://github.com/mdb4220/IGME671-Final-Project>