The game I will designing audio for is called “Survive or Die Trying”. It is a first-person survival game where the player is stranded on an island and has to collect resources to craft tools and build shelters in order to survive until they are able to escape. I will need to develop sounds for the forest and ocean ambience as well as some animal sounds. I will also need to make sound effects for the player movement on different surfaces, player taking damage, and some voice lines to inform the player of low hunger, thirst, etc. Lastly, I will need to create sounds for the crafting, building, and menu interactions.

I plan to create sounds for every category except music. In the sound effects category, I will need to design movement sounds for the player, action sound for the player (such as swinging an axe), animal sounds, and sounds for both players and animals taking damage. In the category of dialog sounds, I will be recording and editing voice lines for the player telling if he is hot, hungry, or thirsty. For the interface sound category, I plan to make sounds for the player clicking any buttons except the back button, a sound for the player clicking the back button, and a crafting sound for when the player crafts a tool. Lastly, the ambience sounds will consist of background forest sounds, birds chirping and singing, and ocean sounds effects.

In FMOD, I think that the parameter randomization and randomized sound selection will be very useful for creating footsteps and waves that sound unique and non-repetitive. I think the parameter randomization tool will also be very useful for use in any one-shot sound effects, such as the tree falling or bear roaring sounds, to also help them feel more unique. Lastly, the FMOD process of ambience track design will be useful in designing and implementing the forest and bird ambience sounds.

GitHub URL: <https://github.com/mwh2719/SurviveOrDieTrying.git>