A Crude Brew is a fast-paced match-3 puzzle game focused on completing orders given by matching their components and adding them to the cauldron. A simple game made for Sean Boyle’s GDD2 class, it features a start screen, a tutorial scene, and the official game page where many sounds can occur.

The overall sound would be more reminiscent of a grocery store perhaps, or a short order food mart. There would be a magical theme to buttons within the menus, and a physical clinking/bumping magic theme I guess for the objects and the creation/completion of orders.

Within FMOD, the random sound selection tool will be useful for say, background music to keep the player on their toes, especially since it’s a fast paced game. THe music itself would be a quieter range of soft bells? Or maybe like windchimes.

I could also make due with a soft ambience, sounds of glasses clinking, bubbling from the cauldron, and even some hushed voices that could be the customers. The customers could have a randomized pitch and speed, so that it sounds like multiple different sources.

Repo: <https://github.com/oneredshoe/IGME671>

Asset List: <https://docs.google.com/spreadsheets/d/1E0xXY62z6UDC-Ocq038FQ8Wbon7m6RPD4klxPYYBqH0/edit?usp=sharing>