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Final Project Proposal

The game I will be designing audio for is *A Warden’s Duty*, created for Game Design and Development 2 (IGME.320) in a group last semester. *A Warden’s Duty* is a 2D action platformer that takes place in the universe of *The Dresden Files*. The player is a Warden and must fight their way through the Nevernever to hunt down a criminal on the run.

Some basic sounds were included in this project originally. However, I plan on updating the existing sounds, as well as adding new sounds. Sounds needed include sound effects for the player and enemy movement, attacks, damage, and defeat; interface feedback for the menu navigation; ambience sounds; and possibly some music.

FMOD ambience track design and randomized sound selection might be useful for the ambience of the game, as well as player footprints/running sounds. Parameter randomization might be useful in making sure the damage sounds are not identical (there needs to be slight pitch changes).