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IGME 671

Final Project Proposal

**Game: Kalisha and the Spirit Shards**

**Repo:** <https://github.com/shawnc15/KalishaAudioProject>

**Asset List:** <https://docs.google.com/spreadsheets/d/1-gMccCkIwhcVGqYiQlQ0MSx1Cb49h4n7eS-BYTXFQ_U/edit?usp=sharing>

I will be re-designing the audio for a game I made in GDD II about 2 years ago called “Kalisha and the Spirit Shards”. It is a 2D top down puzzles game where the player collects shards to unlock the exit to the next level, all while avoiding various enemies and obstacles. The world that this game is based on has a heavy focus on magic and fantasy so I’ll keep that in mind when redesigning the sounds. The original sound effects are made up of a mix of created and free sounds. Unfortunately we didn’t have time to implement the many sound effects, so I’m hoping that this project will enhance the experience. The following is the audio work that I will have to complete:

Sound Effects: Pushing crates (on docks and on sand), Collecting a shard, Unlocking the exit, Enemy barks (Hound, Brinehood, Dreadtalon, Cinderfiend), Activating a button, Player death

Dialog: No plans for dialog as I don’t have the necessary setup to record any

Interface Sounds: Menu interaction sounds, Pause sound

Music: The music was already created by another team member so I will keep that as is

Ambience: Ocean level ambient track, Desert level ambient track

Most of these sounds will be fairly straightforward to create. In FMOD, I can add some randomization to the ambient tracks, enemy barks and pushing crate sound effects. That should make them at least a little more interesting, especially since we weren’t able to get sounds for them initially.