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IGME 671

* Game: **Teeworlds**
* Description
  + 2D Multiplayer side-scrolling arena battling game
  + Cute, rounded aesthetic
  + Simple designs
  + Fast paced gameplay
  + Multiple different weapons with unique sfx
* Sound Work Requirements
  + Sound Effects:
    - Character movement
      * Randomized sound selection
        + Soft, bouncy sound for moving on ground
    - Jump/Double Jump
      * Initial jump
        + Bouncy, floaty, rising in pitch
      * Second jump
        + Same, but pitch shifted up
    - Hookshot
      * Moving chain sound
    - Basic Melee Attack (Wooden Mallet)
      * On-miss
        + Quick, swing sound
      * On-hit
        + Randomized sound selection
        + Array of wood-on- Sound
    - Basic Ranged Attack (Gun)
      * Lighter, laser sound
        + Weapon shoots bullets, but weapon sound needs to match the cute rounded aesthetic
    - Respawn
      * Randomized sound selection
      * High pitch, cute
      * Random greeting
        + Hello, hi, etc
    - Death
      * Similar to respawn
      * Random farewell/pain sound
        + Goodbye, Oh no, ouch
  + Dialog:
    - None
  + Interface sounds:
    - Main Menu
    - Settings Menu
      * Bubbly, popping, sound for selecting
      * Lower pitch, popping sound for switching between options
  + Music:
    - In-Game Music
      * Randomized sound selection
        + Fast, fun, peppy music loops
    - Menu Background Music
      * Ambience track design
        + Slower, pop music loop
  + Ambience:
    - None
* Asset List
  + <https://docs.google.com/spreadsheets/d/1VZj_SsHVY0Vj_hmtKkHtbvdyd4iaPV2fUnsPYGmBiXY/edit?usp=sharing>