Taylor Cox

IGME 671.01

Final Project Proposal

The game that I would like to use for my final project is a game I have been working on in my free time. The game is a mobile Truth or Dare app that I plan on getting into the app store very soon. Currently, the app does not have any audio and I think adding some could really breathe some life into the game. Since the game is largely menu-based, many of the sounds required are going to be interface sounds such as button clicks and menu transitional sounds. In addition, I am planning on adding some background music as well as certain sound effects such as awarding points and when the game ends. Since I want the menu sounds to stay consistent, I won’t be putting any processing on them such as randomization. However, I would like certain sounds, such as when adding points, to have a slight variation to it and this is where I think slight randomization on the pitch will come in handy and where FMOD will really shine.

Portfolio Link: <https://www.taylorecox.com/truth-or-dare>

GitHub Link: <https://github.com/tec1850/IGME671-Final-Project>