Description:

The game I will be designing audio for is one of the projects I did for Game Design and Development 2 last semester. It is a dungeon crawler game where the player plays as Harry Dresden, the main character from Jim Butcher’s Dresden Files series, a wizard based in Chicago. In the game, the player is moving through different floors of the Willis Tower, formerly the Sears Tower, defeating the vampires of the Black Court, one of 3 different vampire courts in the world, and their minions. The game includes multiple different menu scenes as well as a pause menu and a few different levels.

Initial Analysis of Sound Work Requirements:

I don’t anticipate it being an overwhelming amount of work to complete the sounds required. For sound effects, I will need sounds for the fireball Harry can fire, probably with different parameters that modify the sound because the fireball changes size and damage done based on time clicked. I will also need a sound for melee attacks from the vampires and their minions, so essentially 3 different sounds, or at least 2 because one of the minions is a hellhound which would make a different sound than a vampire. I will also need 2 sound effects for the 2 different pickups in the game, and going with these I will also probably create ambiance sounds that indicate the player has the item. As for dialog, I won’t need much, but I would like to record some dialog for the tutorial of the game in which there is text of the character’s talking skull telling the player how to play. For interface sounds, I will need sounds for the player clicking buttons and for hitting a key to pause/resume the game. I will also need a sound for when the player clicks an item to remove it from their inventory. I would also like to create a sound that is specific for exiting the game. For music, I will need a “spooky” looping music track that will likely be the same for most of the game except the 2 boss levels which will have different music. The menu scenes will also probably have different music. If I have time, I may even try to get different music for the credits vs the main menu for example. For ambiance, I will need sounds relating to the vampires' sounds when Harry is around vs when he’s not. These sounds will likely be parameterized based on proximity to the player character. I will also need a charging sound for the player charging their spell. I will also need footsteps and it may be nice to have a breathing sound, both of which will be randomized.

URL for Git Project: https://github.com/tplager/igme-671-final-project