

For this homework assignment we created four distinct areas of a restaurant: a parking lot, a dining room, a restroom, and a kitchen. We used the included first-person controller, which provided all of the necessary functionality without any extra hassle. Our design focused largely on the auditory environment - we spent much more time on designing sounds than we did creating visuals.

Dining Room/Restroom

Created by: Justin Coates

All sounds in this area are from freesound.org

Please see the end of this document for a map of the dining room and its audio sources.

This environment attempts to replicate a typical restaurant dining room. When a customer/user enters the dining room, he or she hears the ambient sounds of busy conversation of other diners. Approaching the host stand, the tall cube near the front, the host asks typical questions like "how many are in your party?". To the right of the host stand, one can approach a table to hear one of four random conversations, and next to this table a waiter can be heard talking to customers at three different tables. Near the back of the dining room approaching the lonely table allows the user to listen to a woman talking about shopping, and the table to the left of this one has a man talking about football. Because the restaurant is so large and crowded there is a lost customer wandering through the middle of the dining room. Finally near the back right corner of the dining area there is a small restroom with a single toilet, which can be heard flushing at random times (as if it were in constant use). While in the restroom the acoustic environment changes to one that is more appropriate for a small, enclosed space, and the ambient noise decreases in volume. Should the user wish to annoy other customers and bump into tables, a loud "bang" sound will play on such a collision.

Kitchen / Outside

Created by: David Barbet

All sounds (except for collisions in the kitchen) are from freesound.org. The collision in the kitchen is my voice.

The kitchen environment simulates a small kitchen in a restaurant. There is a table with boiling pots and sizzling pans that change based on how close the player is to a part of the table. There is a cook walking around this table (footsteps) to monitor the food. There is a microwave in the center of the kitchen that is triggered by the player's position. On the opposite side of the kitchen, there is another cook, who is slicing vegetables, cuts his and, yells (pitch change), and runs away (dynamic) based on the player's position. Pots clanking indicate the entrance to this area. The reverb zone of padded cell was used as it seemed to indicate a smaller environment than the dining room.

The outside is accessed from the dining room. The change in location is indicated by door chimes. Once outside, the player is in a parking lot reverb zone. He/she can hear honking and other traffic noises.

All walls and objects have some kind of collision sound, one is a person saying he hit his foot, the other is just a collision sound.

