Audio Direction

-A low tone akin to a gong plays whenever the player completes a “task,” or a section of the house. This acts as the grounding rod to ensure the player that progress is being made, however confusing their surroundings are.

-Music will be minimal, most of the game’s audio will consist of sound effects. Perhaps ambient music can be heard in the hallways. Random, unsettling audio clips of things moving, or perhaps of human voices, can be played in these hallways as well.

-The majority of the audio will come in the form of situation-specific audio clips that I will retrieve and construct as the game develops

-The only exception right now is the phone section of the game, where it is currently necessary to have voice acting. This is something that the entire group can discuss together and weigh their thoughts on