



Design Document

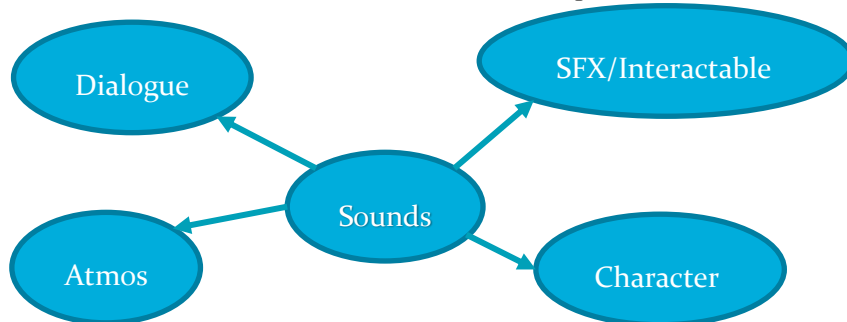
Kyle Cornwell | TES6o6 Sound for Video and Computer Games | 15th November 2019

Contents

Introduction:	2
Game Overview:	2
Scene Deconstruction for needed Sounds:	3
Scene 1: Bridge to Village	3
Scene 2: Village Courtyard	4
Scene 3: The Village grounds	5
Scene 4: Inside buildings	7
Smugglers Bay Map Layout:	7
Storyboard:	8
Sound overview:	8
References:	8

Introduction:

This purpose of this design document demonstrates the variations of sounds within this game demo. These consist of a wide nature from the movement of the player, to the environmental tones surrounding them. The demo has a diverse strategy of playability but the one function missing, the sound effects. Based on the demo's thematic design, it opens a large discovery of the sounds that will need to be captured, edited and organized for their significant roles. There will be a lot of experimentation to outline each sound effect as they are derived from the different types of sounds which will be discussed as the document follows. The different sounds shall be divided into these separate classes:

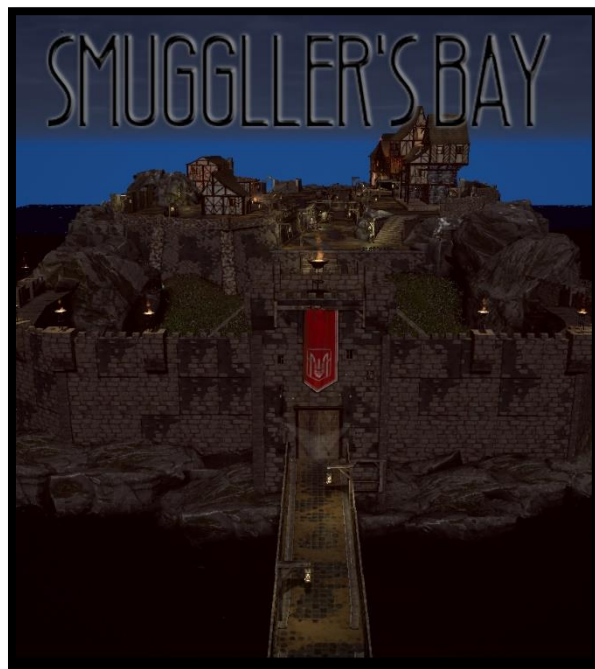


This will assist in organizing sounds to their main classes later when it comes to editing and implementing to no sound gets muddled or lost. Each sound file shall follow correct name conventions to avoid magic numbering or lack of readability. This will be structured in this format:

A_(SoundClass)_(SubClass)_(Component)_(Number)

Game Overview:


The game itself is a third person action adventure game that revolves around looting. Playing the role of a female thief character that must overcome various obstacles within the village at smugglers bay, finding as much treasure as you can before a gameplay timer runs out. The enemy encounters involve magical gargoyle-like guardian statues that use detective beams of light and can damage with projectile balls of fire if you're spotted. There are a couple of potions to obtain throughout the map in plain sight or lurking in the most unlikely of potions to heal the thief should they be low on health.



Scene Deconstruction for needed Sounds:


Any listed sounds that have been **highlighted** are generalized sounds that keep occurring during the demo. This saves repetition and organizing specific samples to record and edit.

Scene 1: Bridge to Village

		The bridge to the village is a direct environment with a calm, yet gloomy atmosphere it gives a cautious approach if someone dares to cross the Stoney bridge.
Sound	Class	Description
Footsteps - Stone	Character	Light stepping from a heel boot on a harsh stone tile slab. 3 samples.
Footsteps - Dirt	Character	Light stepping from a heeled boot on rough dirt patches. 2 samples.
Insects	Atmos	Crickets clicking through the grass. Frequent pitch differs.
Wind	Atmos	A loop of light whirls across bridge area bouncing between stone and water.
Female voice	Dialogue	Narrative light tone. Frequency change from emotions. One take.
Ladder climb	SFX./Interactable	Rattling of metal when in contact with footing. Two footing samples.
Water Splash	SFX./Interactable	Entering layer of water, downward sound path . Height of noise being cut due to depth of water. One take.
Water "Splosh"	SFX./Interactable	Rising above layer of water, upward sound path. Height noise restored at the end returning to surface. One take.
Inhale pressure	Character	One gasp intake of air to strain and hold. One take.
Respire	Character	Exhale of air from mouth. Restored level of breathing. One take.
Underwater	Atmos	Boxed containment pressure, constant rumbles and noticeable most on low level. One take.
Guardian Rotation	Atmos	Looped rotation of statue on pedestals. Reversed to go either direction. Two samples.


Guardian projectile fire	Atmos	Built up launch pitch of fireball and spring shot release. One take.
Guardian detection	Atmos	Switch from sentry mode, beam of light tone increases for danger, ready to fire. One take.
Door locked	SFX/Interactable	Bolt rejection. Clank sound with no removal of lock position, door struggle. One take.
Hurt grunt	Character	From high levels or fireball hitting, minimal yelp screams to indicate feel of pain. Two samples.
Jump	Character	Passive tone as player lifts off ground outputs struggle. One take. Two samples.
Swimming	Character	Brisk strokes of movement through water back and forth tones. Two samples.
Death	Character	Female cry/scream of immense pain. Drawing last tone of breath before instant death. Indicate game over. One take.
Footsteps - rockface	Character	Light stepping of heeled boot on uneasy and bumpy rock surface.
Bird Squawking	Atmos	Variation of bird chirps and squawks. Two samples depending on bird type.
Thief Robes	Character	Rustling of character clothing while moving at frequent speed. Cape flapping. One take . two samples.

Scene 2: Village Courtyard

		<p>The inside of the village from the view of the Stoney battlements appears dull and grass patchy surfaces reaching the Stoney stair slabs to the main village area. Widely open spaced for exploration.</p>
Sound	Class	Description
Footsteps - Grass	Character	Light stepping from a heel boot on a soft rustling grass surface. 2 samples.
Footsteps - Wooden stairs	Character	Light stepping from a heel boot on creaky wooden stairs. 2 samples.
Footsteps - Stone stairs	Character	Light stepping from a heel boot on a stern slab of stony stairs. One take.


Lockpicks	SFX/Interactable	Shiny charm tone to indicate significant item to pick up. one take.
Pick up lockpicks	Character	Once interacted with. jiggling metal sound to indicate moved./touched. One take.
Health potion	Character	Player moves towards potion and obtains by instantly drinking it. Drink consuming or sparkle sound. One take
Footsteps -Wooden Planks	Character	Light stepping from a heel boot on a flat set of wooden planks. 2 samples.
Fire	SFX/Interactable	Looped gaze spark flickering. Beacon stationary fire. One take.

Scene 3: The Village grounds

		A mixture of paths and walkways to enter full of wooden structure buildings. Change from grass to concrete types apart from entering a building with guardian statues at every turn of the main entrances.
Sound	Class	Description
Bonfire	SFX/Interactable	Looped, larger spark flickers an air escaping ember sound. Spaced apart due to burning distances. One take.
Lock tension tool	SFX/Interactable	Interacting with door and embedding tension wrench adding pressure to locking mechanism. One take.
Lockpick pick	SFX/Interactable	Inserting lockpick into door and twisting metal pitch for positioning.
Lockpick bolt click	SFX/Interactable	Lockpick rotation until metal ball click in door, indicates bolt is released. One take.
Lockpick snap	SFX/Interactable	Too much pressure to lockpick causes metal to ping and project snapping sound. One take.
Lockpick rotation	SFX/Interactable	Movement of tools in lock changes to low and high indicating struggle before breakage.
Door open	SFX/Interactable	Split second click of door handle being lifted off latch to swing open. Followed by creaking hinge for door to move open. One take.

Door Close	SFX/Interactable	Similar as door opening, but hand click back into slot of frame. Rotated hinge reverse tone. One take.
Invincible potion	Character	Same process as health potion. Gives 1 minute of invincible health. Shielded-like sound once interacted with. downtime tone when potion has worn off. one take.
Ledge climbing	Character	Struggle to catch breath sound when reaching new height and recovering to stand. Two samples.
Chest	SFX Interactable	Nearing distance from a chest should have a sparkly pitch to guide player. Louder then closer. One take.
Chest Open	SFX Interactable	Unbuckled click of chest sound as lid opens slowly with a creak. Treasure inside has sparkly pitch. One take.
Chest item	Character	Interacting with item from chest added to player amount for treasure makes a pouch shake sound when disappears. One take.
Chest Close	SFX/Interactable	Similar as chest opening. Lid closing , reverse hinge sounds. Latch buckled in place to indicate shut. One take.
Footsteps - Rooftiles	Character	Light stepping from a heel boot on set of sequential tiles across the rooftop of buildings. Three samples.
Footsteps - concrete	Character	Light stepping from a heel boot on uneasy concrete surfaces higher than main ground level. Two samples.
Howling animals	Atmos	Background far away howls of a dog echoing through the streets at different tones. Two samples.
Backstreet wind	Atmos	High pitch wind current travelling between streets and buildings. One take.
Leg break	Character	When falling from great height, health depletes and instant snap of limb for hurt sounds. Two samples.

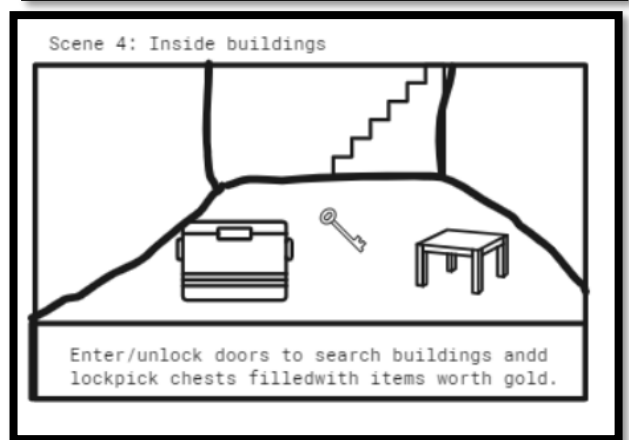
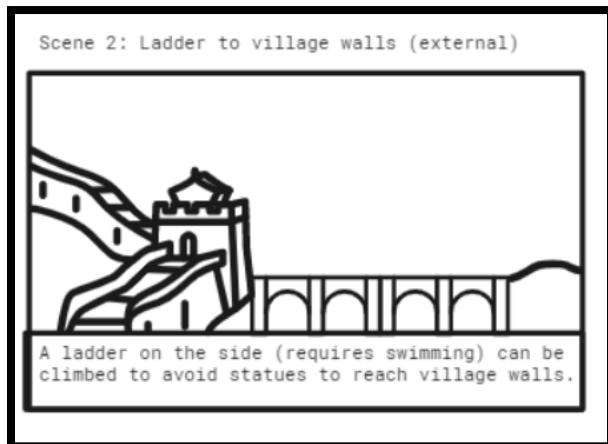
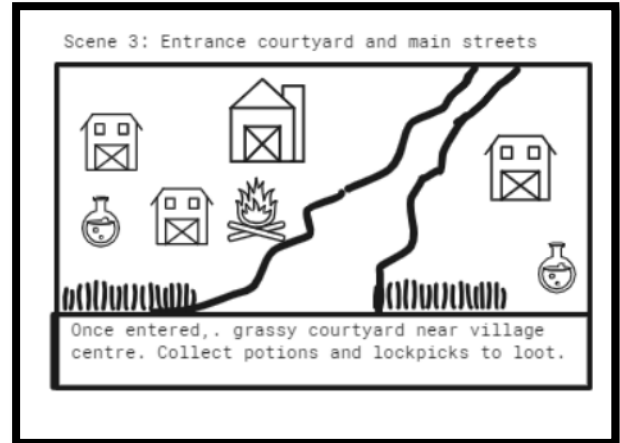
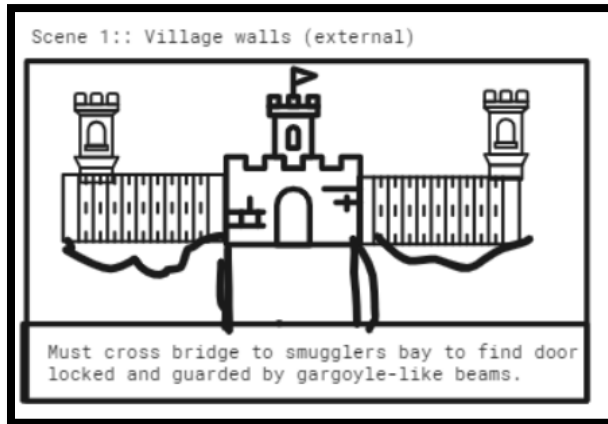
Scene 4: Inside buildings

		Removing all outside Atmos, the contained environment of a wooden medieval house with its creaking floorboards and howling taps against the window.
Sound	Class	Description
Chimney Fire	Atmos	Cricketing contained sparks in a metal furnace, given out light flickers and similar tones. One take.
Window taps	Atmos	Light wind whistling bouncing off windows to cause minimal taps. One take.
Building creaks	Atmos	Old structure in buildings send shaking tones. One take.

Smugglers Bay Map Layout:



1. Cross bridge to village.
2. Climb ladder to get over walls
3. Walk through courtyard up to village streets. Lockpicks needed for doors/chests
4. Search buildings for items.
5. Collect enough (10000) crescents before time runs out.

Storyboard:**Sound overview:**

The decision of audio format will be addressed and shown using a fairly known “Pulse Code Modulation” type, strictly known as Wav files due to its lossless audio functionality with the Unreal Engine. This shall be shown in the upcoming technical document for implementation.

References:

<https://www.vlereader.com/Reader?ean=9781317679462>

<https://www.asoundeffect.com/unity-adam-sound-design/>

<https://frost.ics.uci.edu/ics62/BasicsofSoundDesignforVideoGames-MichaelCullen.pdf>