

UI and Sound Documentation/Notes

By Lauren Ritze

Health

1. Watch (looks like a decreasing pie-chart, need numbers of current health from Tim)
2. Red flash screen when health is under 20% (not continuously flashing, just a quick one every time they are hit while under 20%) - talk to James
3. When you look at the watch, health should zoom if its too small.
4. Do a test with Tim, make him play through, see how often he looks at his left hand.

Multiplier

1. Currently a number (need to get rid of this)
2. Combo should be shown via color of yoyo (or a color halo around it)
 - a. Yellow = 1x
 - b. Orange = 2x
 - c. Red = 3x (I don't think there is a 3x currently, but it's an idea) - particles
3. Have multiplier explained more, is there a timer? Or does it go away only if you mess up a swing?
4. Radial timer, about to lose charge. Decays every 2 second.

Enemy Health

1. Enemies currently have a health bar (I'm pretty sure), this should be changed.
2. Current Idea: Have the colander/pot on their head appear more cracked over time. Another idea is their hat could start green and get more red the closer they are to death/knockout.
3. Consult with Oliver about watch and enemy hats.

Main Menu

1. Currently pressing a button. I'm thinking we change it to yoyo swing, however we will need auto-aim or keep the option to just click the button.
2. Buttons need to be changed (I need to design a cool looking one).
3. Possible animation if time?
4. Coordinate feedback colors with theme, and add sounds for click/swing. Also background music.

Win/Lose Scene

1. I need to check what these look like (haven't seen them).

2. Need to go over with Tim what these should look like.

Pause Menu? DRAFT

1. There should be one if there is not
 2. Think of what to have in this (should there be a options button, what can the player change if they need to? Should there be a level button? So the player can easily change levels if they want to? Definitely a main menu button.
-

(Updated)

Music/Sounds

- Sound Effects Needed
 - Swing
 - Grapple attach?
 - Damage (player gets damaged)
 - Enemy defeated -
<https://freesound.org/people/RunnerPack/sounds/87040/>
 - Button press (can be used for main menu and the buttons you press in game) - <https://freesound.org/people/InspectorJ/sounds/403009/>
 - Pull down ramp/object sound
 - ~~Maybe a scream sound when an enemy gets pulled off the level~~
 - Health box pick up -
https://freesound.org/people/Loyalty_Freak_Music/sounds/407479/
 - Health too low - <https://freesound.org/people/maebefunke/sounds/260575/>
 - Scaffolding falls -
<https://freesound.org/people/MaxDemianAGL/sounds/183602/>
 - Moving ramp sound/click when it slides and stops moving.
 - Multiplier/combo sound? (idea a song that gets louder and louder, stops when multiplier gets reset) -
<https://freesound.org/people/Freed/sounds/8075/>
- Sound Effects In
 - Hit (hitting enemy sound)
- Music Needed
 - Main Menu
 - Tutorial (kind of light, not stressful feeling)

- Level 2 - 4 (Can use same music for these, might want to use a few songs switching out versus one.)
- Final Battle
- Death/Loss Scene
- Win Scene

Sounds Found (they are in a folder in the drive)

- Player getting hurt - <https://freesound.org/people/dersuperanton/sounds/437650/>
- Moving Platform - <https://freesound.org/people/Robinhood76/sounds/124131/>
- ~~Button (might change) - <https://freesound.org/people/JarredGibb/sounds/219477/>~~
- Grapple Attach - https://freesound.org/people/ani_music/sounds/198400/
- ~~Health pick up (need option on) -~~
<https://freesound.org/people/Taira%20Komori/sounds/214048/>

Music Found

(possible ones, honestly having a hard time getting free music to fit our general theme, but will continue looking for some good ones.) The first three are my favorite!!

Ancient Trials by VGM Mark H (instrumental, bouncy) -

<https://www.free-stock-music.com/vgm-mark-h-ancient-trials.html>

Credit needed - *Ancient Trials by VGM Mark H* | <https://soundcloud.com/user-656562764>

Music promoted by <https://www.free-stock-music.com>

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Wandering The Path by Punch Deck -

<https://www.free-stock-music.com/punch-deck-wandering-the-path.html>

Wandering The Path by Punch Deck | <https://soundcloud.com/punch-deck>

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Ambient Bongos by Alexander Nakarada -

<https://www.free-stock-music.com/alexander-nakarada-ambient-bongos.html>

Ambient Bongos by Alexander Nakarada | <https://www.serpentsoundstudios.com>

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Have to credit sounds and songs!!!

Current List

(Main Menu + Credits) Music

Ancient Trials by VGM Mark H | <https://soundcloud.com/user-656562764>

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(Levels 1 + 3) Music

Wandering The Path by Punch Deck | <https://soundcloud.com/punch-deck>

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(Levels 2 + 4) Music

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Sound Effects

"Body_impact_wood" by MaxDemianAGL

"Beepbeep2khz+overtone" by maebefunke

"UI Confirmation Alert" by InspectorJ

"Stun" by RunnerPack

"Getting Hit Damage Scream" by dersuperanton

"080104C" by Freed

"Thank you for playing"

Team Logo