

Boopineer Sound Design Document

Audio Team

Sound Design: Aaron Baer

Composer: Pablo Espana

Audio Programmer: Aaron Baer

About the Game

Engine: Unity 2D

Platform: PC/Mobile/WebGL

Genre: Platformer/Puzzle

Benchmarks: Getting Over It, Super Meat Boy

Target audience:

- Demographic: All Ages
- Interests: Sci-Fi, Puzzles

Game Team:

- Game Designers: Darrel Jay Stagen, Eric Kwon

Audio Direction

Being a cartoonish game with very simplistic art, the sound in is meant to be of lower fidelity. With that said there is a mechanic in game in which collecting gears affects the game world. The effect of the gears changes sound as well so that each gear changes the bit/sample rate of SFX and adds or changes music tracks.

Sound Identity

Priorities

There is a heavy focus on audio implementation, since it reacts to gameplay, however general SFX and music play the biggest roles in game.

1. SFX
2. Music
3. Ambience

Music

Style/Genre: Lo-fi, electronic, 8bit

Instrumentation: Piano, Synthesizer, Pads, Percussion.

Production Philosophy: All instruments come from Synthesizers, VSTs and MIDI-based samplers. All music will be of original composition intended for the game.

Implementation Philosophy: Music will fall into these categories.

- **Menu:** Looped playback of a single composition.
- **Platform/Puzzle Gameplay:** Looped playback of a single composition in two different styles with separate tracks that change, and add instrumentation based on gameplay.

Sound Effects

Sound Palette: Cartoonish

Ambience: Simple loop meant to represent the environment in two styles.

SFX: Loose representation of objects in three different bit/sample rates

UI: General 8bit retro SFX

Technology

Engine: Unity 2D

Middleware: Wwise

File Format: .WAV

Platform: PC/Mobile/WebGL

Naming Convention

- MUS (Music): `mus_gamename_place_loop`
- SFX (Sound effects): `sfx_category_subcategory_var0(1-3)`
- VO (Voiceover): `vo_character_line_var0(1-3)`
- AMB (Ambiences): `amb_place_category_loop_var0(1-3)`