

Candlelight Sound Design Document

Audio Team

Sound Design: Aaron Baer

Composer: Aaron Baer

Audio Programmer: Aaron Baer

About the Game

[\[Game Design Document\]](#)

Engine: Unity 3D

Platform: PC

Genre: Horror, Narrative, Puzzle, Exploration

Benchmarks: Amnesia, P.T.

Target audience:

- Demographic: 15-22
- Interests: Horror, Victorian Era, Dark Fiction

Game Team:

- Game Designers: Dwight Deem, Charlie Phillips, Noel Rich, Nick Novello
- Programmers: Luke McPherson, Mitchell Ahrens
- Art: Edgar Espino, Janet Santoyo
- Voice Talent: Nick Novello

Audio Direction

Being a dark game in theme, the audio is made to match with a heavy emphasis on setting. Objects make realistic sounds, but the overall feel is felt in the eerie atmosphere and music or lack thereof when needed. The player is meant to feel paranoia, isolation and fear when exploring the environment, so sound plays a huge role in achieving this with stingers, ambience and music that reflects those themes.

Sound Identity

Priorities

The most important part of the sound is the general ambience and music. The house needs to feel alive, so sound gives voice in the way of environmental loops and musical cues that let the player know what state they are in. A voice over introduction adds to the setting while general objects have realistic, but accurate SFX.

1. Ambiance
2. Music
3. Voice Over
4. SFX

Music

Style/Genre: Ambient/Industrial/Experimental

Instrumentation: Synthesizer/Pads/Bells/Percussion

Production Philosophy: All instruments are played back by VSTs and MIDI-based plugins available in a DAW. All music are original compositions written specifically for the game.

Implementation Philosophy: Music will fall into these categories.

- **Menu:** Looped piece that sets the stage for the themes of the game.
- **Ingame:** Musical cues and loops that react to player state.

Sound Effects

Sound Palette: Realistic Horror

Ambience: Short one-shot clips and looping environmental pieces.

SFX: Realistic

Menu UI: Realistic representations of a candle.

Voice Over

Interpretation: Realistic

Characters: Main Character/Narrator

Vocal FX: EQ, Compressor, Voice Deepener, De-esser,

Scripts: Introduction Sequence

Technology

Engine: Unity 3D

Middleware: Wwise

File Format: .WAV

Platform: PC

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)