Gallery Thief Sound Design Document

Audio Team

Sound Design: Carley Thompson

Composer: Aaron Baer

Audio Programmer: Aaron Baer/Carley Thompson

About the Game

[Game Design Document]

Engine: Unity 3D

Platform: PC

Genre: Stealth/Rogue-lite

Target audience:

- Demographic: 13+
- Interests: Art, vigilantes

Game Team:

- Game Designers: Adrian Yogore, Andy Ocampo, Luke McPherson, Danny Lopez, Noel Rich
- Programmers: Jethro Schoppenhorst, Sam Hirsch
- Art: Janet Santoyo

Audio Direction

Seeing as the game utilizes a cartoonish art style, the audio is made to match. The sound is meant to give voice to a less serious experience in the life of a thief. Sounds are realistic, yet overly emphasized in order to keep a less serious tone. The music is more serious in theme so that the game style emphasized the stealth of a heist.

Sound Identity

Priorities

The sound effects give feedback to the player while blurring the line between realistic and cartoonish. The music plays an important role in order to heighten the sense of tension while the ambience is mild and unnoticeable

1. SFX
2. Music
3. Ambience

Music

Style/Genre: Rock/Funk

Instrumentation: Guitar/Bass/Drums/Piano/Synthesizer

Production Philosophy: Guitars and bass are recorded while the rest of the instruments are created from various VSTs and MIDI-bases plugins. All music are original compositions written 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**: Looped piece with unique intro when starting the game. Music will react to state of player by intensifying when being pursued.

Sound Effects

Sound Palette: Mix of realistic and cartoonish.

Ambience: short one-shot clips in a larger loop meant to not be very noticeable.

SFX: cartoonish or emphasized versions of realistic sounds that fit the theme. Certain sounds have much greater feedback such as being noticed or caught on camera.

UI: Softer cartoonish sounds meant to be as quiet as the player.

Technology

Engine: Unity 3D

Middleware: none

File Format: .WAV

Platform: PC

Naming Convention

- MUS (Music): music_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)