

Witches Brew Sound Design Document

Audio Team

Sound Design: Aaron Baer

Composer: Aaron Baer

Audio Programmer: Aaron Baer

About the Game

[[Game Design Document](#)]

Engine: Unity 2D

Platform: PC/WebGL/Mobile

Genre: Management, Simulator

Benchmarks: Coffee Talk, VA-11 Hall-A

Target audience:

- Demographic: 15-22
- Interests: Coffee, Halloween, Simulation

Game Team:

- Game Designers: Dwight Deem, Chalie Phillips, Roger Bucio, Darrel Jay Stagen
- Programmers: Alex Enriquez, Chris Grych
- Art: Edgar Espino

Audio Direction

To corroborate the “spooky” and Halloween feel of the game, all sounds will be cartoonish interpretations of creatures and objects one would normally expect around the holiday. The sounds are realistic but emphasized and placed on assets that would not necessarily make such sounds.

Sound Identity

Priorities

By far, the most important part of the sound is the general effects. They are to represent a “spooky” theme that is lighthearted and fun. Music plays an important role as it adds to the atmosphere of the coffee shop. Voice over limited to simple noises that give voice to each unique customer. Ambiance is more limited to non-invasive one-shots in the environment.

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

Music

Style/Genre: Jazz

Instrumentation: Piano/Bass/Drums/Synthesizer/Glockenspiel.

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:** Looped piece with unique intro when starting the game. Gives the feel of being in a Halloween coffee shop.

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.

UI: Halloween themed sounds that further shape the environment.

Voice Over

Interpretation: Cartoonish/Goofy

Characters: Coffee shop customers

Vocal FX: pitch shifter, distortion

Scripts: no script, just creature sounds to represent customers whenever a text box appears.

Technology

Engine: Unity 2D

Middleware: none

File Format: .WAV

Platform: PC, WebGL, Mobile

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)