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| Princess with a Rocket Launcher Sound Design Document |
| Like a FPS Super Mario game where the roles are reversed and the princess wields a rocket launcher. |
|  |
| **Ben Pope and Class** |
| **11/25/2014** |

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For all the Sound files and concepts presented below off of SoundCloud, these will have to be approved for use from the authors for use in the published game and paid for before use officially.

# I. Sound Design - Soundtrack

|  |  |  |  |
| --- | --- | --- | --- |
| **Sound Type** | **Priority** | **Link to Music Asset** | **Completed?** |
| Wootsville Fantasy City Theme, a city full of lush gardens | High | <https://soundcloud.com/bldg5/move-on> <https://soundcloud.com/houndstoothlbl/03-secret-garden-1>  | Need to acquire permission to use from authors |
| The Road to the Crypt dirt road on the way to Doz’s Domain The Crypt | High | <https://soundcloud.com/christos-pou/dark-highway> <https://soundcloud.com/tinyboatmusic/dark-highway>  | Need to acquire permission to use from authors |
| Forest by Road to the Crypt level | High | <https://soundcloud.com/beshevli/nightforest> <https://soundcloud.com/lily-forest/sets/lang-lang>  | Need to acquire permission to use from authors |
| Doz’s Domain The Crypt | High | <https://soundcloud.com/cody_austin/9spooky5u-graveyard-theme> <https://soundcloud.com/el-metallico/graveyard-theme>  | Need to acquire permission to use from authors |
| Admiral Doz’s Castle | High | <https://soundcloud.com/ludosity/castle-theme><https://soundcloud.com/juhajacketman/roal-castle-theme>  | Need to acquire permission to use from authors |
| Admiral Doz Theme | High | <https://soundcloud.com/freedyframe/military-theme><https://soundcloud.com/tin_pan_alley/soldier-song-free>  | Need to acquire permission to use from authors |
| Prince Theme | High | <https://soundcloud.com/ken-dickerman/trapped-theme> | Need to acquire permission to use from authors |
| Princess Margaret Theme | High | <https://soundcloud.com/jervyhou/militarydramaintro-demo> <https://soundcloud.com/l0new0lfproductions/military-eque-theme-film-video-game>  | Need to acquire permission to use from authors |
| Minions Battle Theme | High | <https://soundcloud.com/jervyhou/militarytensionsuspense-theme><https://soundcloud.com/nguy-n-v-h-a-b-nh/military-main-theme-1-1> <https://soundcloud.com/nguy-n-v-h-a-b-nh/military-main-theme-2-1>  | Need to acquire permission to use from authors |
| Opening Theme for menu | High | <https://soundcloud.com/panimala/military-tango-menu-theme> <https://soundcloud.com/thomas-barbrook/some-battle-somewhere>  | Need to acquire permission to use from authors |
| Intro Movie Theme | High | <https://soundcloud.com/stavrosdanas/military-theme> <https://soundcloud.com/chmusic-1/to-war>  | Need to acquire permission to use from authors |
| Credits Music | High | <https://soundcloud.com/davidthomaslachance/military-movie-theme> <https://soundcloud.com/vajko/transfat-march>  | Need to acquire permission to use from authors |
| In-Game Cinematic Themes | High | <https://soundcloud.com/eirendin/protect> <https://soundcloud.com/alessio-maria/classic-cinematic-theme> <https://soundcloud.com/r-ycasiano/cinematic-theme-2>  | Need to acquire permission to use from authors |

Soundtrack, sound effects, and voiceovers will use .wav as the format in this game due to a better quality sound over all despite the larger size of the file.

Each of the different soundtracks and themes for each level were chosen based on how well they fit with the overall feeling we wish to create in each level and how the songs connect to the characters. This is essential for capturing the feeling in players of the levels and having them connect a specific theme to characters to remember them more easily.

# II. Sound Design – Sound Effects

|  |  |  |  |
| --- | --- | --- | --- |
| **Sound Type** | **Priority** | **Link to Music Asset** | **Completed?** |
| Weapon Fire—Rocket Launcher | Normal | No link currently | Not Yet |
| Weapon Fire—Gun | Normal | No link currently | Not Yet |
| Weapon Fire—Laser  | Normal | No link currently | Not Yet |
| Weapon Fire—Grappling Hook | Normal | No link currently | Not Yet |
| Rocket Explosion—Air  | Normal | No link currently | Not Yet |
| Rocket Explosion—Water  | Normal | No link currently | Not Yet |
| Rocket Explosion—Stone  | Normal | No link currently | Not Yet |
| Rocket Explosion—Dirt  | Normal | No link currently | Not Yet |
| Rocket Explosion—Grass  | Normal | No link currently | Not Yet |
| Rocket Explosion—Wood  | Normal | No link currently | Not Yet |
| Rocket Explosion—Metal  | Normal | No link currently | Not Yet |
| Grenade Explosion—Air  | Normal | No link currently | Not Yet |
| Grenade Explosion—Water  | Normal | No link currently | Not Yet |
| Grenade Explosion—Stone  | Normal | No link currently | Not Yet |
| Grenade Explosion—Dirt  | Normal | No link currently | Not Yet |
| Grenade Explosion—Grass  | Normal | No link currently | Not Yet |
| Grenade Explosion—Wood  | Normal | No link currently | Not Yet |
| Grenade Explosion—Metal  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Air  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Water  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Stone  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Dirt  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Grass  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Wood  | Normal | No link currently | Not Yet |
| Fusion Reactor Explosion—Metal  | Normal | No link currently | Not Yet |
| Bullet Impact—Water  | Normal | No link currently | Not Yet |
| Bullet Impact—Stone  | Normal | No link currently | Not Yet |
| Bullet Impact—Dirt  | Normal | No link currently | Not Yet |
| Bullet Impact—Grass  | Normal | No link currently | Not Yet |
| Bullet Impact—Wood  | Normal | No link currently | Not Yet |
| Bullet Impact—Metal | Normal | No link currently | Not Yet |
| Laser Impact—Water  | Normal | No link currently | Not Yet |
| Laser Impact—Stone  | Normal | No link currently | Not Yet |
| Laser Impact—Dirt  | Normal | No link currently | Not Yet |
| Laser Impact—Grass  | Normal | No link currently | Not Yet |
| Laser Impact—Wood  | Normal | No link currently | Not Yet |
| Laser Impact—Metal  | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Water  | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Stone  | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Dirt  | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Grass | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Wood  | Normal | No link currently | Not Yet |
| Grappling Hook Impact—Metal  | Normal | No link currently | Not Yet |
| Jump—Water  | Normal | No link currently | Not Yet |
| Jump—Stone  | Normal | No link currently | Not Yet |
| Jump—Dirt  | Normal | No link currently | Not Yet |
| Jump—Grass  | Normal | No link currently | Not Yet |
| Jump—Wood  | Normal | No link currently | Not Yet |
| Jump—Metal  | Normal | No link currently | Not Yet |
| Rocket Jump—Water  | Normal | No link currently | Not Yet |
| Rocket Jump—Stone  | Normal | No link currently | Not Yet |
| Rocket Jump—Dirt  | Normal | No link currently | Not Yet |
| Rocket Jump—Grass  | Normal | No link currently | Not Yet |
| Rocket Jump—Wood  | Normal | No link currently | Not Yet |
| Walk/Run—Water  | Normal | No link currently | Not Yet |
| Walk/Run—Stone  | Normal | No link currently | Not Yet |
| Walk/Run—Dirt  | Normal | No link currently | Not Yet |
| Walk/Run—Grass  | Normal | No link currently | Not Yet |
| Walk/Run—Wood  | Normal | No link currently | Not Yet |
| Walk/Run—Metal  | Normal | No link currently | Not Yet |
| Ammo Pickup—Rockets  | Normal | No link currently | Not Yet |
| Ammo Pickup—Grenades  | Normal | No link currently | Not Yet |
| Ammo Pickup—Bullets  | Normal | No link currently | Not Yet |
| Ammo Pickup—Laser  | Normal | No link currently | Not Yet |
| Health Pickup | Normal | No link currently | Not Yet |
| Misc. Item Pickup | Normal | No link currently | Not Yet |
| Misc. Enemy Damage | Normal | No link currently | Not Yet |
| Misc. Enemy Killed | Normal | No link currently | Not Yet |
| Misc. Enemy Death | Normal | No link currently | Not Yet |
| Princess Take Damage | Normal | No link currently | Not Yet |
| Princess Killed | Normal | No link currently | Not Yet |
| Princess Death | Normal | No link currently | Not Yet |
| Doz Take Damage | Normal | No link currently | Not Yet |
| Doz Killed | Normal | No link currently | Not Yet |
| Doz Death | Normal | No link currently | Not Yet |
| Male Citizen/Villager Take Damage | Normal | No link currently | Not Yet |
| Male Citizen/Villager Killed | Normal | No link currently | Not Yet |
| Male Citizen/Villager Death | Normal | No link currently | Not Yet |
| Female Citizen/Villager Take Damage | Normal | No link currently | Not Yet |
| Female Citizen/Villager Killed | Normal | No link currently | Not Yet |
| Female Citizen/Villager Death | Normal | No link currently | Not Yet |
| Character Fall/Impact—Princess Margaret | Normal | No link currently | Not Yet |
| Character Fall/Impact—Misc. Enemies/Citizens/Villagers | Normal | No link currently | Not Yet |
| Character Fall/Impact—Admiral Doz | Normal | No link currently | Not Yet |
| Door Opening—Wood  | Normal | No link currently | Not Yet |
| Door Opening—Metal  | Normal | No link currently | Not Yet |
| Door Creak—Wood  | Normal | No link currently | Not Yet |
| Liquid Drip | Normal | No link currently | Not Yet |
| Ambient Wind | Normal | No link currently | Not Yet |
| Sparks | Normal | No link currently | Not Yet |
| Robotic Whir | Normal | No link currently | Not Yet |
| Metal/Stone Statue Movement | Normal | No link currently | Not Yet |
| Rock Impact (fall)—Dirt  | Normal | No link currently | Not Yet |
| Rock Impact (fall)—Water  | Normal | No link currently | Not Yet |
|  |  |  |  |

Voice overs will involve the class members in GAM 430 at this point with no outside actors hired. The list below identifies who will be playing which part in the game for characters and others.

# III. Sound Design – Voice Over

|  |  |  |  |
| --- | --- | --- | --- |
| **Character** | **Priority** | **Actor For the Part** | **Completed?** |
| Admiral Doz | Highest | Ben Pope | Not Yet |
| Prince | Highest | Derek Sinex | Not Yet |
| Princess Margaret | Highest | Have to recruit out of class for this role | Not Yet |
| Minions | Medium | Thomas Calkins, Eduardo Castaneda, Randall Fitisone | Not Yet |
| Villagers | Medium | Andrew Baldwin, Tyler Bason, Cory Caauwe, Brandon Habib | Not Yet |
| Townsfolk | Medium | Jacob Hoss, Brendan Phillips, Mark Strubinger, Adam Wyckoff | Not Yet |
| Random Voices | Low | All members | Not Yet |
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