Angry Bots
Audio Design Document

AngryBots
powered by **unity**

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Game Overview:

Angry Bots is a game created to demonstrate the Unity 3D game engine. It was created by the development team at Unity. It is a visually appealing game that does show the potential of their 3D technology and scripting language but the game is lacking in sound design elemennts. The game is featured as a free application download from itunes app store. The game play is that of a third person shooter, meaning that it is over head/sholder gaming. Third-person shooters are a type video game that is played withn a 3D enviorment and involves shooting your opposition with provided weapons. It is a subgenre of action game that emphasizes the challenge of aiming and shooting. These games are distinguished from ot her shooter games because the graphical perspective is rendered from a fixed distance behind the player's avatar, and slightly above them. They tend to be more realistic than 2D shooters, not just graphically but in terms of gameplay. For example, games often limit the amount of ammunition that the avatar can carry, and damage is usually assessed based on what part of the body is hit by a gunshot. The 3D nature of these games also allows enemies to hide around corners or behind doors in a way that is not possible in a 2D game.

Game Play:
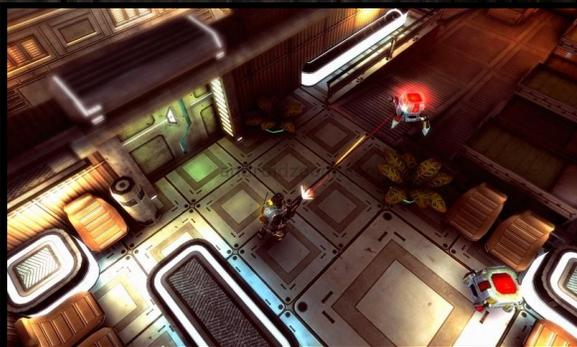
The player is a soldier character which is controlled by the keyboard and mouse or on a mobile device by the multi-touch display screen. As the player progresses through the level utilizing the mouse to shoot their robot opponents they also must follow a red trail that is glowing on the ground. This brightly colored red trail leads the player to a bank of computer terminals which when shot open locked doors and allow the player to progress through the

game. The player has an unlimited amount of ammunition and the player also has an unlimited number of lives. The reason for the player to have both unlimited life and ammunition is because this is only a demonstration of the Unity 3d gaming engine and the game developers wanted the player to experience the game without having to worry about the player getting killed. The three demetional enviorment that the game takes place in is lush and filled with great environmental objects as well as glowing objects and particle effects that help draw the player into the game and the unity gaming engine.

Current Audio Design:

The current audio design is fairly simplistic and has a very minimalistic approach. As an example the current audio assets used for the gunshots are very repetitive and plain sounding or generic. Also the audio assets used for the foot steps and rain are very repetitive and

plain or simplistic sounding. Other audio assets including the various robots which are main villains also currently have assets which could be updated. The environmental audio is comprised of a rain audio assets and little else, there is room for a more interesting and lush audio environment that will the player can be fully immersed in the world of Angry Bots.

Updated Audio Design:

The updated audio design for Unity's demo game will focus on the ambiance as well as all character and weapon assets with in the game. The ambiance for the game will be a lush and layered to fit the environment that the character is in. The generative audio environment will be interactive and as the player progresses through the gaming environment sounds will be triggered that are appropriate to the players position. The rich and lush ambiance that will be created by the games audio engine as the player progresses through will allow the player to be drawn into the world of "Angry Bots". Other audio assets that will require updated sounds are listed below, these assets include all game weapons and characters that are in the game world.

Required Audio Assets:

Environmental Audio Assets:	Character Audio Assets:	Weapons Audio Assets:
Rain Effects	Player Walking	Player Gun Fire
Elevators	Player Damage	Enemy Mech Gun Fire
Babel	Player Killed	Enemy Spider Explode
Doors	Enemy Mech Walking	
Fans	Enemy Mech Take Damage	
Lights	Enemy Mech Explode	
Holograms	Enemy Mech Killed	
Steam Pipes	Enemy Spider Walking	
HVAC Hum	Enemy Spider Activate	
Electrical Noises	Enemy Spider Take Damage	
Wall Screens		
Computer Terminals		
Spawn Points		

Game Music and End Game Music:

Currently there is no in game music for Angry Bots until the player reaches the end of the game when the theme for 2001 a space odyssey plays. This leaves a great opportunity to create game music that is generative and interactive. When fighting one of the Enemy Mech robots or Enemy Spiders there could be music that intensifies the game play. Music should also playing when the game starts to let the player know that they have entered the game world. The end game music should also be changed to something that carries the same feeling of the theme of 2001 a space odyssey but is created specifically for this futuristic third-person shooter.

The generative and interactive music will be play when a certain number of triggers or conditions gave been met; some examples of these conditions are listed below:

Game Start

Player Health Loss

Player Re-spawns

Fighting Multiple Robots

End Game Scenario

General Game Play

Time Table:

The scheduled time table for the completion of the audio design assets and required music is approximately ten weeks. In this time all audio assets for game weapons, characters, robots, and ambiance sounds will be crafted and inserted into the Unity game engine. Also with in the scheduled time table all necessary music will be scored, composed, and mastered for video game playback. I am confident that all music and audio assets will be delivered on time and added to the Angry Bots game.