

Audio

Overview

In order to immerse the player into the world of “The Grind”, any audio associated with City Streets are ideal. The game possesses a cartoon look and feel where the audio treatment can be over the top. Following the color contrast between bright colors and dim grays, “The Grind” aims to create contrast in audio, by melodic music and crazy sound effects.

Sound Concept

Overview

This section describes the sound style, theme and design goals of the sound in “The Grind”.



Sound Style / Theme

The sound style of “The Grind” will follow the visual theme of the contrast of colors by having the sound of busy city streets.

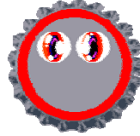
Sound Design Goal

The goal of the audio in “The Grind” is to develop and showcase a pleasant day against dangerous city streets.

Character Audio

James T. Cap

The James T. Cap is the main character of “The Grind”, and the player will have to guide it to the end.



Overview

The main sound made by James T. Cap is the grind sound, any changes in the direction and the speed in which James is traveling. The sound effects will change to match the speed by manipulating the pitch, volume and speed.

Dodge Multiplier

Dodge Multiplier is a strong swooshing sound that has a high pitch.



Fizz Rocket

When the player activates the Fizz Rocket, they move at such an incredible high speed that and the players speed increase to the max.



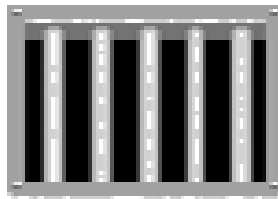
Getting Hit

There are four different sound effects used when James gets hit.

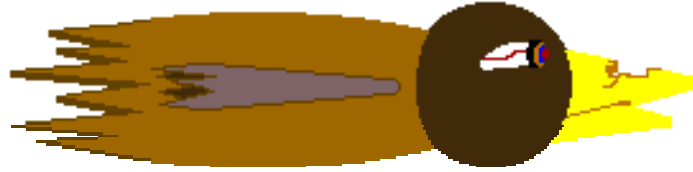
1. If James T. Cap hits a Pothole the pitch of the sound is turn down and more bases is put in it, to make it sound that the James is hit it hard.



2. If the bottle caps hits the Sewer Drains there is a loud bang then the cap falls down the drain.



3. The Crow (Jacob Van Crow) lets out a cry and flies down to pick-up the Bottle Cap. Jacob attacks the spot that the player was in when they call were heard.



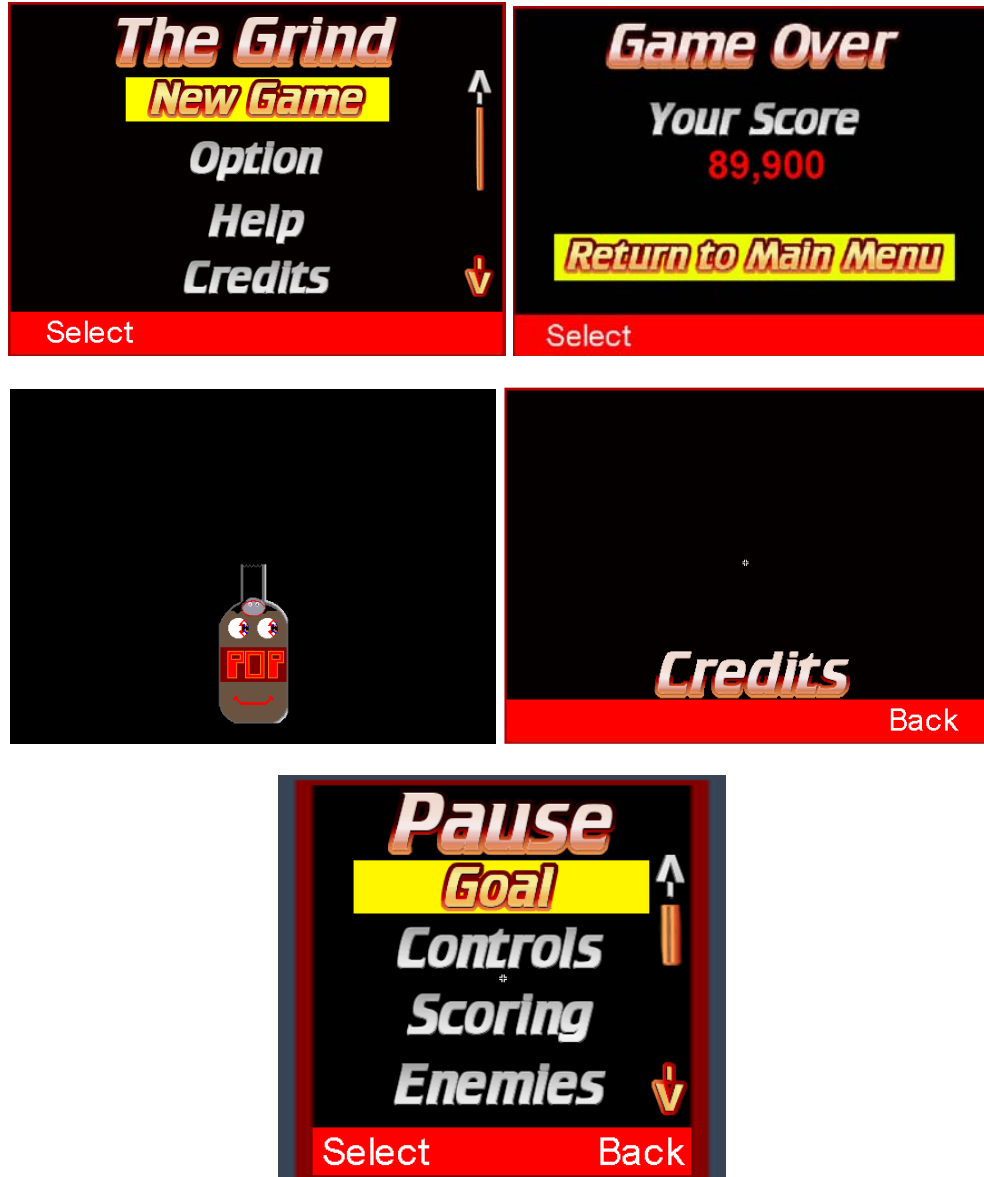
4. If James T. Cap hits an Beetle the pitch of the sound is up and the beetle has scraping/movement of its wings with a low pitch.



User Interface

Overview

All of the screens have the same button and feedback sounds.



User Feedback

When the player is navigating the interfaces, there are a few sound effects. Using the same sounds in both interfaces creates a consistent feeling throughout the game. These sound effects are as follows:

- **Highlighted Button:** Once a button is highlighted, a small grinding sound is played.
- **Button Selection:** Once a button has been selected, a sound of strong grind is played.

City Street Environment

Overview

“The Grind” takes place outside on a City Street and the Street possesses different sounds that reflect each area that is passed.

City Street

The City Street is a mix of car sounds and grinding metal.

Music

Overview

The music in “The Grind” is simple, fast-pace and exciting when in gameplay and more relaxing when in the other menus. The reason for the fast-pace gameplay is for the player to get excited and feel that they are in a rash/moving fast and when in the other menus this is to get them comfortable before the game starts. For the example that I gave you the Level_1.mid has the fast, fun beat that “The Grind” will need.

Ending Credits

When the user starts the game, a short Non-Interactive Sequence (NIS) plays before the front end is displayed. When the game is finished, another short NIS is played before the credits roll. These one shot NIS's contain music that is evocative of the time and setting of the game. For the Credit examples I am looking for that kind of beat but at a slow tempo.

Front End

While the front-end is displayed, simple chamber music is played to help ease the player into the world of “The Grind”. This music loops until the player makes a selection. For the example with the Menu I and look for an easy beat that can loop and is relaxing slow moving beat.

Technical Issues

Overview

This section lists audio integration process, technical risk, and core audio features.

Audio Integration

When the sound designer provides the wave file, the integration engineer converts the file into .wav audio package.

Core Features

- Different feedback audio for different levels of the main character's abilities.
 - Pitch shifts when main character gets hit.
- Mix of ambience sounds and location based sound effects.