Lab Homework S1 Companion Doc

Water theme

I started this assignment off by playing the default game a couple of times. After I got used to listening to the game, I wrote down the order I heard the sounds in, then I thought about the theme for this assignment water and what water means to me. After a while of brainstorming, I wrote a basic outline for my idea down below. I was able to get most of my ideas to work. I initially wanted to start the game off with a freezing water sound, but I didn’t realize that I had to use ChipTone to make that sound, so I switched to a wave sound, and I also didn’t realize I had to use ChipTone for the end game sound, so I decided to use a sound that reminds me of a wave.

The game starts off with a gentle wave sound it serves to plant the idea of water in the player’s head. Next the nocking sound and the drawing sound set up the player in a nervous state, which I did to build up and prepare them for the violent ending their about to hear. Now they hear the release sound of water coming out of a hose because I thought it was a natural fit in this part of the loop because it represents water in a flow state from calm waves and ice to sudden exited breaking ice and dripping water to the violent storm cloud that is the block and enemy sounds. I pared the block and enemy sounds with the freezing water sound of the point tally because the crashing of the storm cloud mirrors the falling of the blocks and the point tally sound mirrors the initial hit sound from something hitting a tower of blocks. Finally, I chose the end game sound because it mellows out the experience while also fitting with the somber sounds of the rumbling storm clouds

Game loop

Start of game sound – freezing water sound

Nock-catapult sound – breaking ice

Catapult draw metal – dripping water maybe fast tempo

Catapult release sound – running stream of water maybe from a hose

Block collision sound – maybe rain falling

Tally sound- ice

End game sound – toilet hiss or the sound of shutting off a faucet sound