

Protocol from 08-11-22

Participants:

All group members + sound-engineer Björn

Agenda:

- **Opening**
- **Discussion about sound effects with Björn**
- **End of Meeting**

Chairman: Anton Larsson

Secretary: Bo Isaksson

Discussion about sound effects with Björn:

We had a very productive discussion with our sound-engineer Björn from Piteå about all sound effects and music we wanted in the game, to make it more of an experience.

Everything could not be 100% decided, but all conclusions that were made was written directly into the design document.

Sound effects decided about:

Menu

Sounds needed for the intro menu:

- Buttons being pressed
- Menu background music

Background music

Dynamic background music:

- Laid back hip-hop for normal non-battle state. Different track during night than day.
- More hectic music when the player-unit engages in battle.
- Different tracks indicating if the player is winning or losing, for a more dramatic effect.

In-Game weapon shop menu

A special shop track will be played upon entering this menu.

Lines

Character lines for confirming orders. They will have different voices.

Effects

Numerous different effect-sounds to enhance the gaming experience.

- Environment sounds
- Footsteps
- Shooting
- Beating