

Scenario description

The scenario for the sound design project is the first person shooter computer game genre. The actual sounds designed have been created for a certain scenario called captures the flag. This involves two competing teams trying to capture the flag by picking it and returning it to its base. The sounds created for this scenario help the player keep track of his health and ammo, when a teammate with the flag is being attacked as well as a warning for the end of the round. An important factor I took into account for these designs was to keep the sounds different from one another and also to create sounds that represent what is happening at the same time as well.

Sound One- Low ammo

The low ammo was designed to be a very short, sharp prompt that was overpowering. It is used to warn the player when he is running low on bullets in their gun. Using a bass guitar noise from a preset tool that was then distorted to sound richer and army like created it. The first section of the sound was create lower in tone to not startle the player but still be obvious enough to give him the alarm that he will have to reload soon.

Sound Two- Low health restore

This warning sound serves two purposes. The first is to warn your health is low, emphasised by the heartbeats, which are synonymous with health issues. I also found it be a very distinctive noise compared to my others so it would stand out from background noise. The second half of the noise is for the restoring the health of the player. This was created by a long drawn out keyboard noise that was created by using a preset and modified. The sounds where then put together to make the first sound dry while the second sounds wet to further emphasis the loss and restoring of health.

Sound Three- Flag Pickup/capture

This sound was to alert players when the flag has being picked up and or captured. It was created to go with on screen prompts. The sound itself is a fairly metallic affair which stands out from the normal noise of the game play as well as a unique sound which the player quickly learns to represent the flag.

Sound Four- Ally under fire

The ally under fire sound was designed to be a directional alert to help the player know when his teammate with the flag was being attacked. The design of the sound was long blocks of a air horn type noise to alert the player into action. The idea of the sounds was to keep sounding until the player turns to help and to start to move in the direction. The sound is meant to raise alarm so was engineered to raise the stress level of the player to try and prompt them into helping with the localisation of the flag carrier given by the sound.

Sound Five- End of round

The end of the round alert was designed to be very crisp and descriptive. It is a two second count down and then a long drawn out beep. The sound was created using a high-pitched tone that sounds vey manufactured. This was important to the purpose it serves as it was meant to remove it self from the game play and alert to the control that is out of the games environment. The sound is also very clean and undistorted which helped achieve the desired effect.

The Scene

The sequence I have used to show the use of my alerts is the 35-second clip of the game play. It shows how the sounds can work together and that they each serve their purpose to alert the player. It starts with the low ammo alarm followed by the various other alarms that would sound during as round of capture the flag.