

Job Order 4

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 4a Sound

DUE: 04/04/15

JOB ORDER 4b Title and Credits Screens

DUE: 04/11/15

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description:

- 4.a. Add Audio Assets: (1) sound effects, (2) music, and (3) narration.
- 4.b. Title and Credits are added here. Publish a new executable version of the game and deliver to instructor when Job Order 4b is signed.

Primary use:

Three Audio types work together: **Narration** can explain rules, goals and back-story, as an alternative to text or graphics. **Music** can set and change tempo, as well as to create anticipation and evoke emotion. **Ambient Sound** effects enhance gameplay and environment. Sounds can be global (2D) or local (3D).

The **Title screen or opening movie** introduces a background story before play begins. An opening movie can be either an animation or a slide show that sets up the scene. Credits acknowledge each of the developers and their contributions. Credits will be used for grading.

Overview: Sound is almost as important as visuals, and can maintain gameplay when visuals are lacking. Final audio is usually added near the end of development, but "working" audio files may be useful during production for syncing animation, gauging tempo, etc. The title screen is a point of attraction -- a way to build excitement and maybe a tie-in for the rest of the package design.

Timeline and Specification Requirements:

- **Minimum three sound files.** One of each: narration, sound effect, and music.
- **Title Screen should be exciting.** Note: Use common fonts.
- **Credits represent the work done by each team member.** Design, modeling, animation, programming, audio, Q.A., etc.

Sign off: Audio Date _____ Initials _____

Title & Credit Screens Date _____ Initials _____