**Name:** Jasmine Cooper

**- IT MUST BE NOTED THAT THE BRIEF <u>MUST,</u> IN LARGE PART, BE BUILT FROM 'REAL WORLD' RECORDINGS -**

| Overview (what is your perception of the game?) | Defend your family from enraged businessmen and women as they bullldoze through your home and neighbourhood. |
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| Name of Game | Rush Hour Anarchy | Target Audience [inc. PEGI] | PEGI 12 |
| --- | --- | --- | --- |

**Required asset specification:**

**asset Name:**

| Asset Type | | | | Purpose | H4, iPhone or sound library recording | Required duration | Potential sound source(s) | Does this evoke the theme of London - if so, how? |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ambient sound | voiceover | Music | SFX | | | | | |
| ✓ | | | | Set the scene of a kitchen | iPhone | 15 sec | **kitchen, cooking utensils** | No |
| | ✓ | | | Describe what is happening in the game | iPhone | 10 sec | **a friend or family member, a script** | Yes: within the voiceover, it will be talking about the local London area on a well known British radio channel |

1. Kitchen

2. Radio voiceover

| # | | | | | Description | Device | Duration | Source | Accent |
|---|---|---|---|---|---|---|---|---|---|
| 3. Scream | | ✓ | | | Part of the opening scene in the narrative of the level | iPhone | 2 sec | **female friend or family member** | No |
| 4. Level music | | | ✓ | | Evoke a sense of urgency and action throughout the levels | | ∞ | **Logic Pro software** | No |
| 5. Item impact sound | | | | ✓ | Give weight to the hits that the players land on their opponents when using items. | iPhone | 1 sec | **a blunt object, a softer surface** | No |
| 6. Character impact sound | | | | ✓ | Give weight to the hits that the players land on their opponents with physical contact. | iPhone | 1 sec | **raw meat** | No |
| 7. Door creak | | | | ✓ | Emphasize when going through a door. | iPhone | 1 sec | **a door** | No |
| 8. Character action noises | | ✓ | | | Emphasize force when players are attacking. | iPhone | 1 sec | **one male and two female friends or family members** | No |
| 9. Character victory voiceovers | | ✓ | | | Give the characters more personality | iPhone | 2 sec | **one male and two female friends or family members, a script** | Yes: The accents featured will sound like typical London accents. |

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| ## Crash | | | | ✓ | Part of the opening scene to signal the crashing in of the players enemies. | iPhone | 2 sec | clutter (boxes, shoes, small plastic items) | No |
| ## Character damage noises | | ✓ | | | Emphasize when players take damage | iPhone | 1 sec | one male and two female friends or family members | No |
| ## Enemy damage noises | | ✓ | | | Emphasize when enemies take damage | iPhone | 1 sec | one female and one male friends or family members | No |
| ## Exp pickup noise | | | | ✓ | Indicate experience points being picked up. | iPhone | 1 sec | a bell | No |
| ## Item pickup noise | | | | ✓ | Indicate an item being picked up. | iPhone | 1 sec | light switch | No |
| ## Footsteps (fast & slow) | | | | ✓ | Give weight to a character moving around. | iPhone | 2 sec | a friend or family member | No |

| Describe chosen file naming conventions | chr: character   enm: enemy   itm: item   ml: male   fml: female   aks: aleks   ln: leon   jse: jesse   acn: action noise       dmgn: damage noise   vv: victory voiceover   is: impact sound   dc: door creak   csh: crash   pckn: pickup noise   exp: experience point   fts: footsteps   fst: fast   slw: slow   kchn: kitchen ambience   rdv: radio voiceover   scrm: scream |
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