GDC

The Sound of 'GoNNER': Exploring the Intertwined Relationship Between Sound and Game Design

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UBM

who is

Martin Kvale !!

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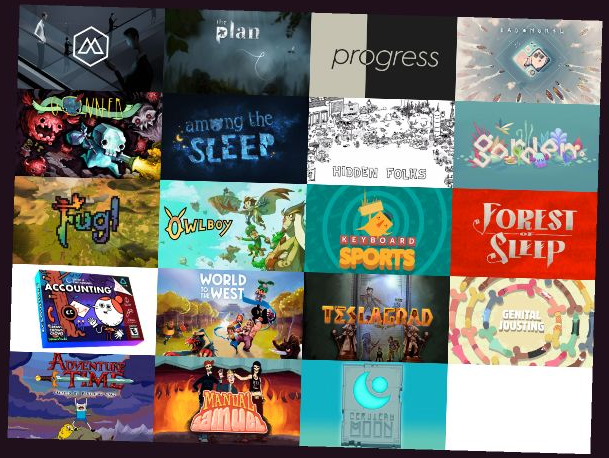

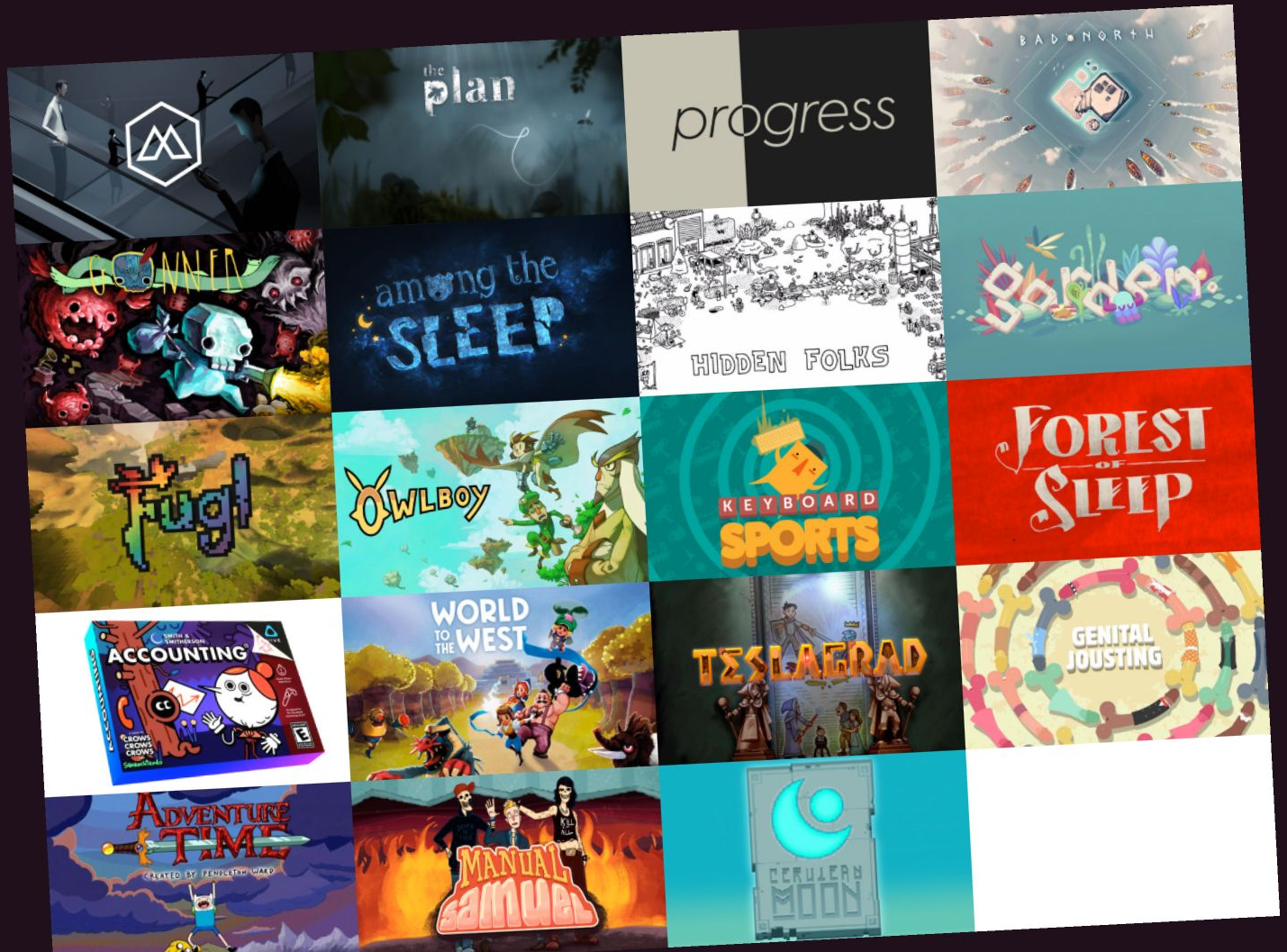
the plan
progress
BAD NORTH
among the SLEEP
HIDDEN FOLKS
Garden
Fugl
OWLBOY
KEYBOARD SPORTS
FOREST OF SLEEP
ACCOUNTING
WORLD TO THE WEST
TESLAGRAD
GENITAL JOUSTING
ADVENTURE TIME
CREATED BY PENDLETON WARD
MANUAL SAMUEL
CERULEAN MOON

who is

Mattias Ditto Dittrich !!

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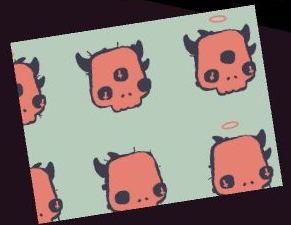
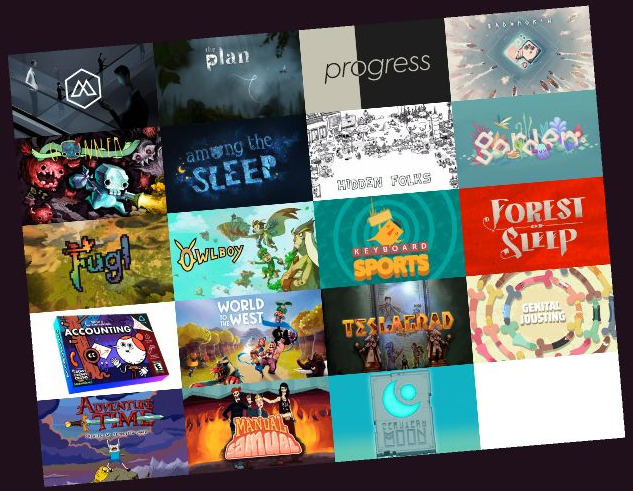


i was so alone



i'm never alone !!

lots of project simultanouesly

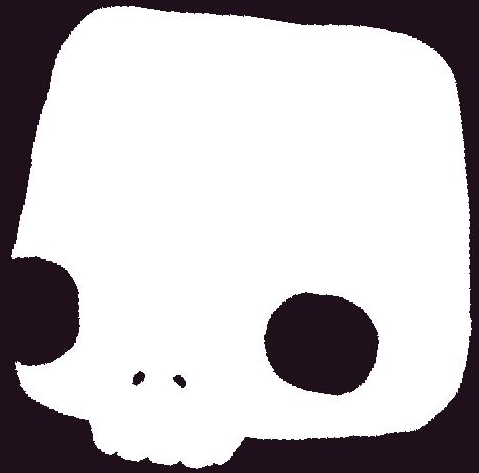
Constraints:

"if you can't do it quickly,
there's probably a better way
of doing it."

one line of code for sfx

Constraints:

wobbly graphics



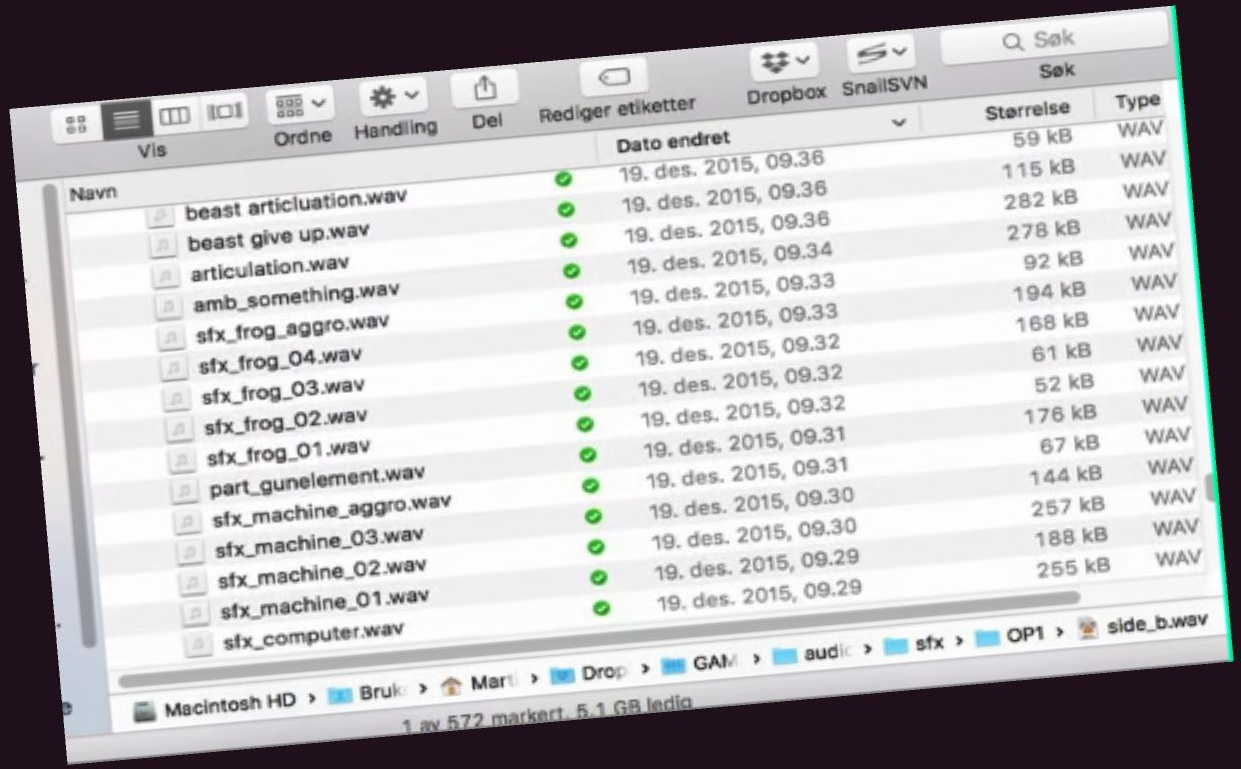
Frame:
one instrument.
the OP1.

implementation philosphy:

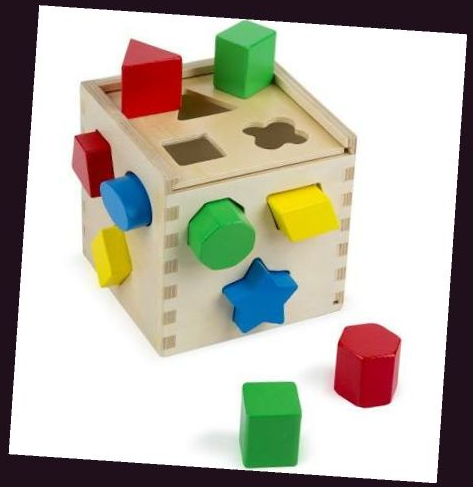
"make it candy"

footsteps... who needs em

billions of sounds,



"all square shapes in square holes"



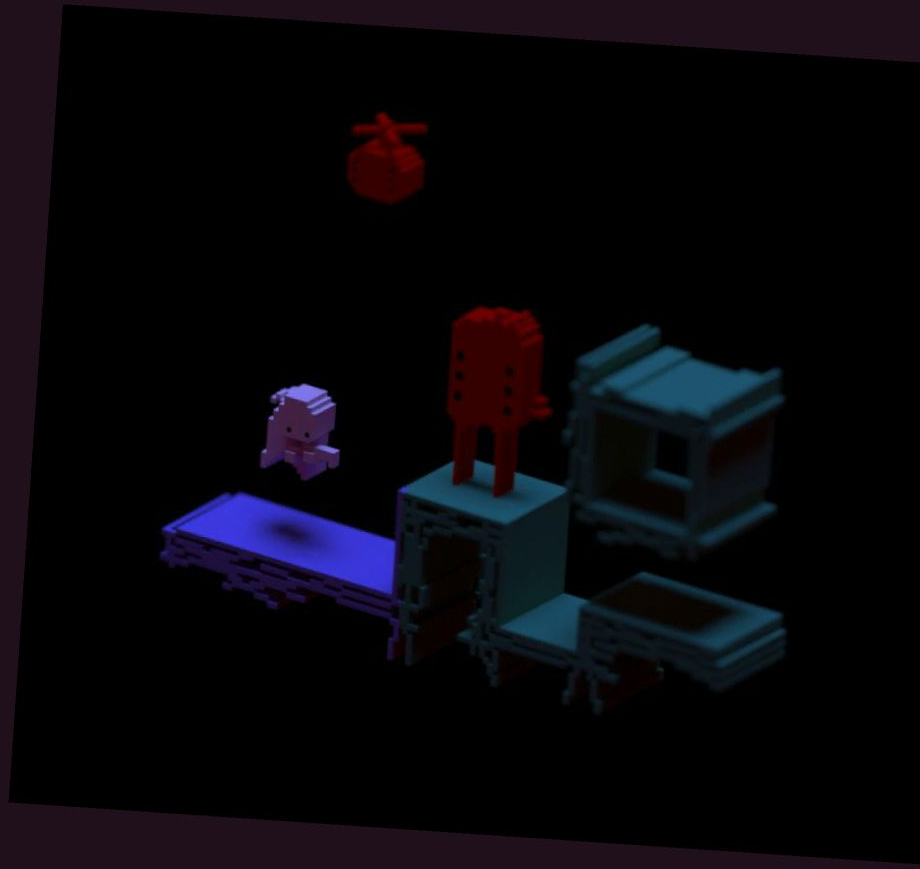
gotta go fast

process

fridays?

fuck-you-fridays!

(fyf for short)



THE LOOP!

The loop example 1:

new content!

Martin looks at content, makes
100 sounds

Ditto gets sounds and throws
a couple at the game

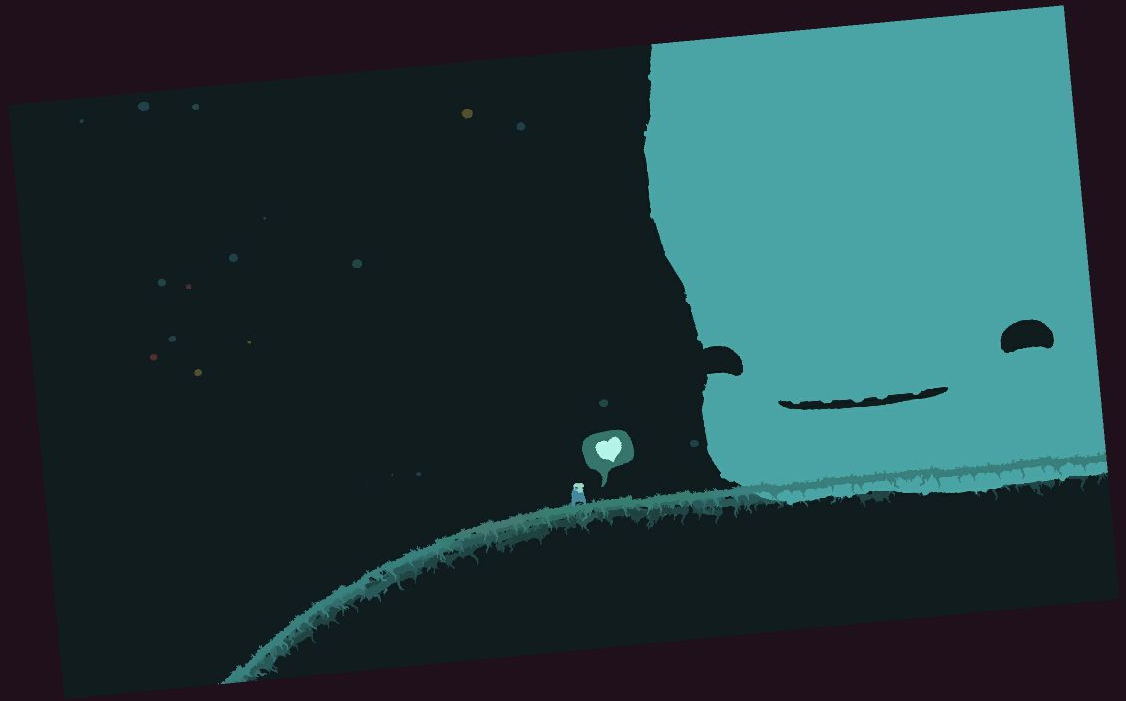
martin iterates,
a third, a third, a third

The loop example 2:

there's a good sound here!

lets put it somewhere!

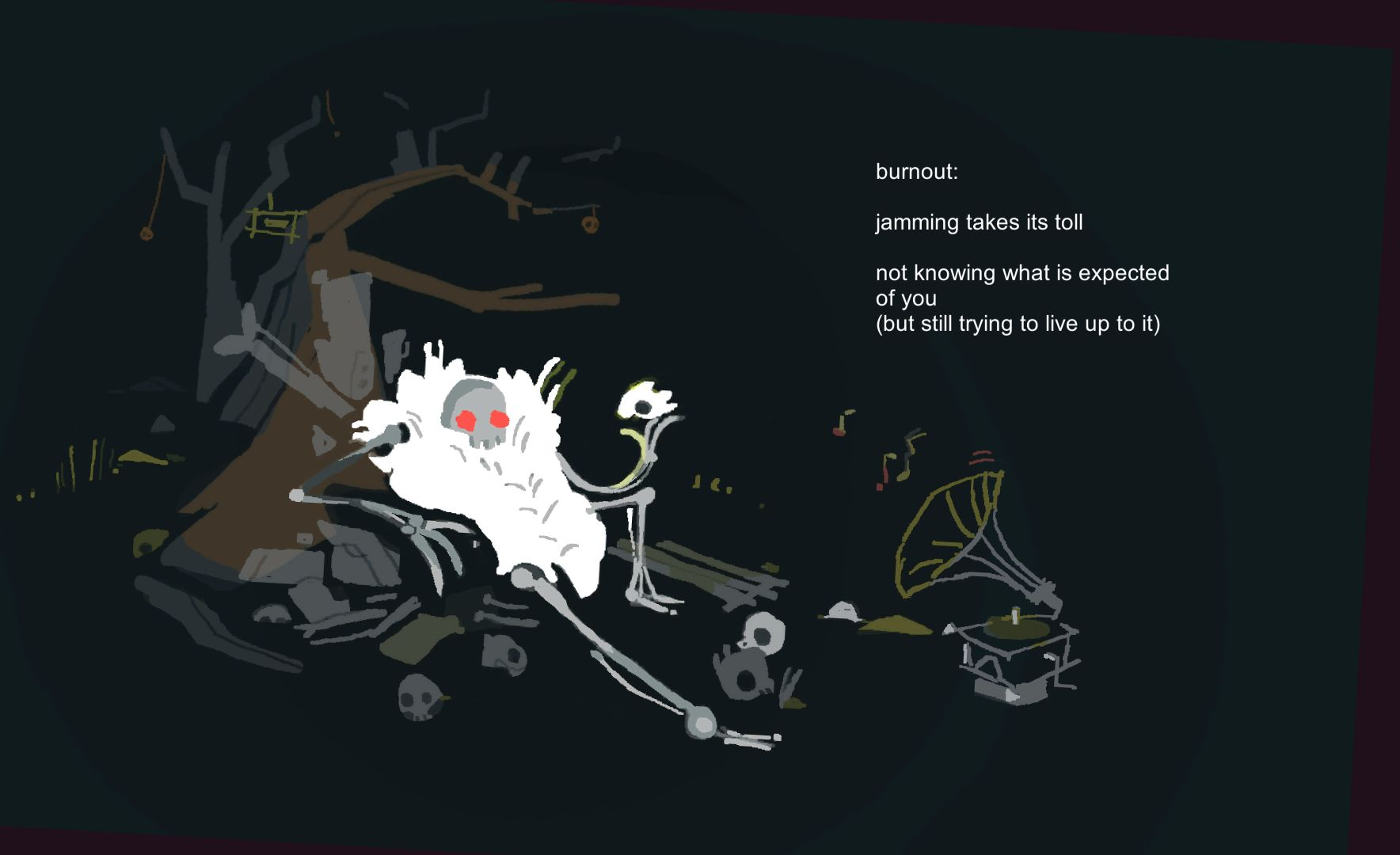
Martin is happy! :)



baby you're perfect:

"there's a correct way of doing it"

implementation is mixing.



burnout:

jamming takes its toll

not knowing what is expected
of you
(but still trying to live up to it)

please bear(bare(bauer?)?) in mind!

take aways:

complete trust

explicit constraints

take em outs:

communicate yo

plan ahead
(not 2 years after)

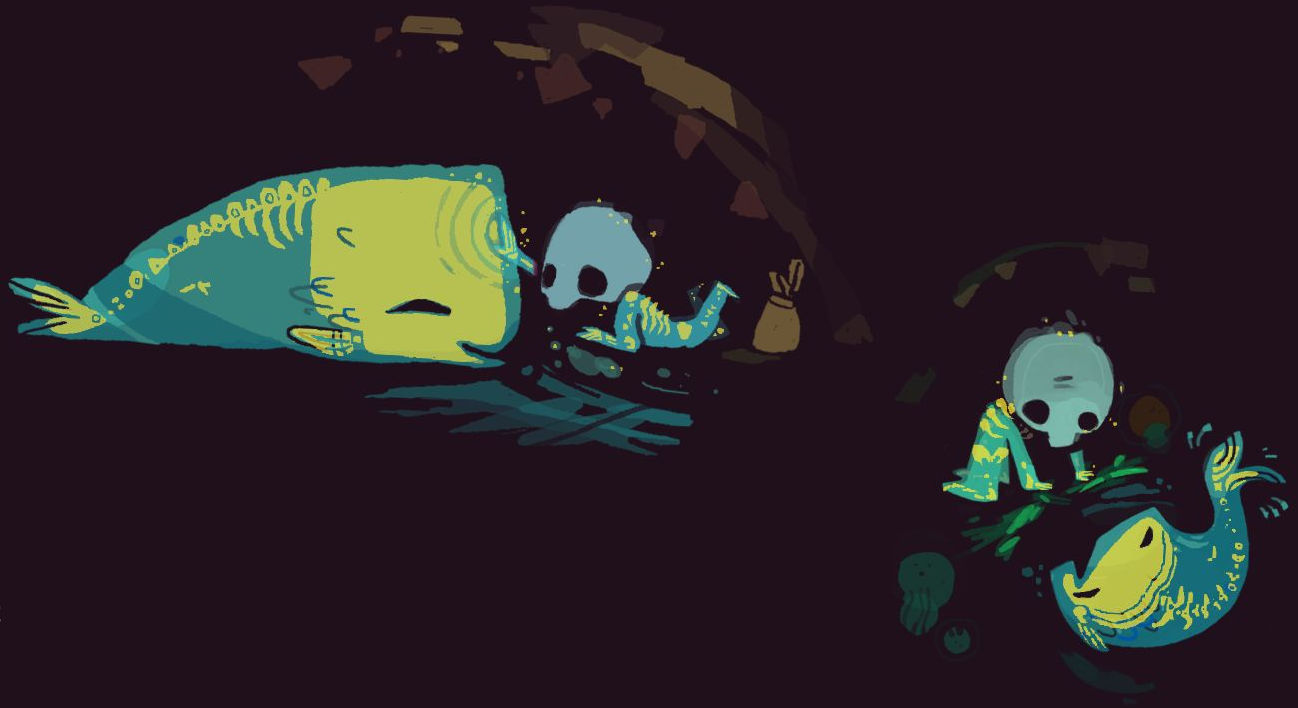
we recommend!

hierarchy is old school.

have some sort of plan. maybe.

trust the loop. trust eachother.

fuck you fridays !!



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thank you so much for listening !!
<3

GONNER