

Audio Design Document

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Note: If there are multiple versions of the same sound, add the suffix '_##,' replacing the '##' with sequential numbers

Category	Sound Name	Description	Duration
Music	Music_Menu.wav	Background Music to play at the menu screen	1-2 Minutes Loop
	Music_MainLevel.wav	Background Music to play at the start of the level	8 Minutes / 2-3 Minutes Looping
	Delivery_Fanfare.wav	Music stinger to play upon delivery completion	5 Seconds
	Music_Rocket_Warning.wav	Music to replace Main level music upon 2-minute rocket warning	2 minutes
	Music_Mission_End.wav	Music to play at the end of a mission	1 Minute Loop
Character Sounds	Char_Footstep.wav	Footsteps for the player	0.125 Seconds
	Char_Jump.wav	Sound to play upon player's first jump	0.25 Seconds
	Char_DoubleJump.wav	Sound to play upon player's second jump	0.5 Seconds
Global Sounds	Env_PlanetAmbience.wav	General world ambience to play globally	1-2 minutes Looping
Weapon and Combat Sounds	Wep_BlasterShot.wav	Sound to play when laser gun is fired	0.125 Seconds
	Wep_ProjectileHum.wav	Sound that the laser projectile makes when in the game world	1 second Looping
	Wep_ProjectileHit.wav	Sound when the laser projectile hits another object	0.25 Seconds
UI and Menu Sounds	UI_MenuBoop0.wav	Menu hover noise	0.125 Seconds
	UI_MenuBoop1.wav	Menu selection noise	0.125 Seconds

Category	Sound Name	Description	Duration
	UI_MessageNotification.wav	Sound to play when a HUD notification appears	1 Seconds
	UI_OrderOfferNotification.wav	Sound to play when a secondary delivery is offered	1 Seconds
	UI_DeliveryMoneyRecieved.wav	Sound to play when money is received (upon delivery completion)	2 Seconds
	UI_DeliveryMoneyDeposit.wav	Sound to play when money is deposited to player score	2-4 Seconds
Collectible and Pickup Sounds	Battery_Pickup.wav	Sound to play when the speed powerup collides with the player	0.125 Seconds
	Battery_Absorb.wav	Sound to play after the player receives speed powerup	~0.5 Seconds
	Battery_Full.wav	Sound to play when a battery powerup has a full charge	1 Seconds
Player-Specific Sounds	Player_DashBlast.wav	Sound to play when player does a dash blast	1 Seconds
	Player_Hit.wav	Sound to play when the player is hit by an enemy	1 Seconds
	Player_Start.wav	Sound to play at the start of the level	2 Seconds
	Player_Success.wav	Sound to play when the player finishes a delivery	1 Seconds
	Player_Failure.wav	Sound to play when the player finishes a late delivery	1 Seconds
	Player_Death.wav	Sound to play when player dies	1 Seconds
Rusty Bomber Enemy Sounds	Enemy_Bomber_Idle.wav	Sound to play when in idle/patrolling state	5-10 Seconds Looping
	Enemy_Bomber_Alert.wav	Sound to play when player enters bomber line of sight	1-2 Seconds
	Enemy_Bomber_Chase.wav	Sound to play when chasing player	~5 seconds Looping
	Enemy_Bomber_Sticky.wav	Sound to play when sticking to player	1 Seconds

Category	Sound Name	Description	Duration
	Enemy_Bomber_Hit.wav	Sound to play when hit by player laser	0.5 Seconds
	Enemy_Bomber_Attack.wav	Sound to play when exploding	2 Seconds
	Enemy_Bomber_Death.wav	Sound to play when dying	2 Seconds
Floating Enemy Sounds	Enemy_Floating_Idle.wav	Sound this character makes at all times	2-5 Seconds Looping
	Enemy_Floating_Alert.wav	Sound to play when player is in visual range	1 Second
	Enemy_Floating_Hit.wav	Sound to play when hit by player laser and turned to platform	1-3 Seconds
	Enemy_Floating_Transition.wav	Sound to play when transitioning back to first state	3-5 Seconds
	Enemy_Floating_Bounce.wav	Sound to play when player bounces on	1-2 Seconds
Delivery and Collectable Sounds	BASIL_TimerDepleted.wav	Dialogue to play when delivery timer reaches zero	~5-10 Seconds
	BASIL_Dropoff_Positive.wav	Dialogue to play when delivery completed on time	~5-10 Seconds
	BASIL_Dropoff_Negative.wav	Dialogue to play when delivery completed and late	~5-10 Seconds
	BASIL_LevelIntro.wav	Dialogue to play at the beginning of the level	~5-10 Seconds
	BASIL_2minRocketWarning.wav	Dialogue to play at 2-minute rocket warning	5-10 seconds
	BASIL_1minRocketWarning.wav	Dialogue to play at 1-minute rocket warning	5-10 seconds
	BASIL_30SecondRocketWarning.wav	Dialogue to play at 30 seconds before end of map	30-35 seconds
	BASIL_EndMission.wav	Dialogue to play at the end mission screen	10-15 Seconds
	Rocket_Liftoff_Intro.wav	Sound to play when rocket lifts off at the beginning of the level	5-10 Seconds

Category	Sound Name	Description	Duration
	Rocket_Liftoff_End.wav	Sound to play when rocket lifts off at the end of the level	5-10 Seconds
	Rocket_Landing.wav	Sound to play when rocket is landing (1.5 minutes to end)	~30 Seconds
Environmental Sounds	CRATE_Smash.wav	Sound to play when item crates are destroyed	1-2 Seconds
	DESTRUCT_Wall_Smash_Wood.wav	Sound to play when destructible wall is destroyed	2-4 Seconds
	DESTRUCT_Wall_Smash_Brick.wav	Sound to play when destructible wall is destroyed	2-4 Seconds
	DESTRUCT_Wall_Smash_Rock.wav	Sound to play when destructible wall is destroyed	2-4 Seconds