**For Chris**

Investigate Remote Audio Shotgun Mic

Investigate new Parameter Link : Age of object

Eg Ants nest is very loud for first 5 seconds then fades down

**Lobby**

Sounds + music ?

**Generic New Objects**

Tree burning

Crates – Fall / Land / Pop open / Filling Up / Filling Up for YOU

CrateRewardSquad, // gives the player a squad task to run at their leisure

CrateRewardHarvester, // gives the player a harvester task

CrateRewardArmour, // gives the player an armour task

CrateRewardAirstrike, // spawns a number of airstrike markers around the crates location

CrateRewardNuke, // Launches a nuke at the target area

CrateRewardDarwinians, // Spawn a bunch of Darwinians

CrateRewardBooster, // All nearby Darwinians become immune to laser fire, and attack more often

CrateRewardSubversion, // Gives all nearby Darwinians the subversion ability

CrateRewardHotFeet, // Doubles the speed of all Darwinians in range

CrateRewardGunTurret, // Gives the player a placable gun turret

CrateRewardSpam, // spawns a Spam object at the crates location

CrateRewardForest, // Spawns 1 - 3 trees around the crates area

CrateRewardRandomiser, // Randomises the team of all Darwinians within range

CrateRewardAntNest, // Creates an Ant nest

CrateRewardPlague, // Infects all nearby Darwinians with the plague

CrateRewardEggs, // Spawns between 1 and 3 eggs filled with a random monster

CrateRewardMeteor, // Spawns a number of meteors in the sky which hit the ground causing explosions

CrateRewardDarkForest, // Creates an evil forest that kills any darwinians inside, turning them into ghosts

CrateRewardCrateMania, // Loads of crates are spawned

Darwinians – More verbal emotion eg “Get some!” and “Yeah!”

More new laser sound effects, including Darwinians splitting in two, machine sounds of lasers

Darwinian selection sound effect

Game timer – Last 10 seconds / Game Over / You’ve won / You’ve lost

Echo/Reverb of game over

Remix level ambiences + new “high up” sound effects (angelic chorus)

Dark Darwinians:

Dark Forest needs new ambience

Remove audio + colour of surroundings

Ghost Darwinians : need ambience (voice running backwards)

Spawn Points – Turn On for you, Turn off for you

**King of the Hill**

Capture Zones – Take control / Lose control / Warning alarm

**Capture the Statue**

When carrying – chanting / counting / straining

Successful capture – success (if its your team) or failure (if not)

Cheers / sighs

Drop

**Shaman**

Convert souls to Darwinians

Begin summon : sacrifice Darwinians / drumming / chanting

Summon Portal : demonic sounds, “voice of the devil”, glass shattering etc

Centipedes / Spider / Virii / Ants / Soul Destroyers

Rocket Riot