Soundlist

**\*Sounds must give a fantasy/mysterious feeling!\***

# Menu

## Buttons

* **SFX\_Btn\_Onhover.wav** **// Action: Hover over the button; Loop: No**
* **SFX\_Btn\_Onclick.wav** **// Action: Menu button clicked; Loop: No**

## Background Music

* **Music\_Menu\_Bg.wav //Action: Menu has been opened; Loop: Yes**

# Intro

## Background Music

* **Music\_Intro\_bg.wav**
* **SFX\_Rowing.wav**

## Ferryman

* SFX\_Ferryman\_Greeting.wav //Action: 4000 milisecondes after SFX\_Rowing ended; Loop:No  
  Text:

# Monsters

# Levels

## Level 0: The Hunter

## Level 1: Farmer …

## Level 2: Gatekeeper

## Level 3: The Tramp

## Level 4: Blacksmith

## Level 5: Doomsayer

## Level 6: Priest

## Level 7: Jester

## Level 8: Court mage

## Level 9: King