			Audio As	sset List Tei	mplate		e <u>Pending approval</u> <u>Revision Notes</u> <u>Complete</u> <u>File nam</u>				
Category	Sound Needed	Description of sound	<u>Variations Needed</u>	Loop	Assigned to	<u>Due</u>	Pending approval	Revision Notes	Complete	File nam	
			Number of								

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for example Environment or cutscene, or UI	A title/brief description of the sound ie: Large snowball rolling	A more detailed description of the sound, for example: A snowball roughly twice as high as the main character. Should sound dangerous yet soft	Number of variation, footsteps for example would need a high number where as a UI button click may only need 1	Should the sound loop or not. Music for example often loops where as sfx often do not	Who is this particular sound asset assigned to	The due date of the sound	Is ready for approval, often just marked with an "X"	Any revision notes from the supervising sound dude or dudette	Mark with an "X" upon superviso r approval	The exact file name of this sound for reference later in the development or for easy location by the supervisor