Sound Design – Required Assets

Bold assets become part of stage 2

Diegetic sounds are played in the game world (spatialized audio)

1. Music
Ambient music (looping, 1:00 - 1:30)

Combat music (looping, 0:20 - 0:30)

2. Effects
Movement

> **Footsteps (5 - 10 effects, diegetic at player position)**
>
> **Dash use**
>
> > **Short version for stage 2**
>
> Jump start (diegetic at player position)
>
> Land (diegetic at player position)

Aiming & shooting

> **Draw bow (duration of maximum draw time variable)**
>
> Reach maximum tension
>
> Bow reload
>
> **Fire arrow**

Enemies

> **Receive damage (2 effects, diegetic at enemy position)**
>
> **Shoot (diegetic at enemy position)**
>
> Wind-up (diegetic at enemy position)
>
> Death (diegetic at enemy position)

Health

> **Receive damage (2 - 4 effects)**
>
> Critical state (looping)
>
> **Death**
>
> Regeneration (looping)

Last chamber fight

> Doors closing (diegetic at two positions)

Doors opening (diegetic at two positions)

Platform rumble (diegetic at position of rising platform)

Platform rising (diegetic at position of rising platform)

Platform dropping (diegetic at position of rising platform)

3. Implementation

Reverb areas inside the building

Special ones in large rooms (entrance hall, staircase section)

Combat-related sounds have priority over other effects

While in combat, sounds from the movement category are played with lower volume

Footstep sound is chosen from a randomly shuffled array

Pitch is randomly chosen from a given range

Volume is randomly chosen from a given range

Receive damage sound of enemy is chosen based on amount of damage

Fire arrow sound is chosen randomly each time (no shuffled array)

Receive damage sound of player is chosen from a randomly shuffled array