

Audio Asset Guidelines

This document outlines the specifications for all audio files used in the project. Adhering to these guidelines will ensure that audio assets are consistent, optimized, and work correctly with the audio engine.

1. General Specifications

These settings should apply to all audio files unless specified otherwise.

- File Format : WAV
- Channels : SFX : Mono
Atmos: Stereo
- Sample Rate : 44.1 kHz
- Bit Depth : 16 bit
- Loudness : -18 LUFS

2. Directory Structure

All audio assets must be placed in the following directory structure, relative to the application's base directory :

/Assets/Audio/

├─ /Atmosphere/

| └─ (atmosphere tracks here)

└─ /SoundEffects/

└─ (sound effect files here)

3. Required Audio Files

The following files are required and must be named exactly as specified to match enums in the code.

3.1. Sound Effects

These should be short, transient sounds.

- Moves
- Captures
- PawnPromotion
- Check
- CheckMate
- StaleMate
- Game Start
- Game End
- Button Click
- MenuOpen
- ItemSelect
- PieceSelected
- ChatMessageReceived

3.2. Atmos

These tracks should be designed to loop seamlessly.

- Tavern
- Fireplace
- Forest