Audio Asset List

# Style

Conventions:

* Chip-tune. Everything is chip-tune.
* Each area has a separate theme, each area boss has a variation on its area’s theme.

Level themes:

* Level 1: Eerie, haunting, andantino.
  + Boss music: lower and higher pitches, moderately faster tempo.
* Level 2: Chill music, allegretto.
  + Boss music: lower pitch, faster tempo, allegro.
* Level 3: Tense, ominous, slow and steady tempo, andantino.
  + Boss music: fast and intense, presto
* Final boss: Faster tempo, allegro, dramatic, constant involvement of all melody layers and percussion.

Sound effects:

* Chip-tune
* Minimalistic
* No UI sound effects

# Tools

* Beepbox is (probably) the sole music/sound effect creation software.
* File format starts as URL and ends as WAV.
* No recording.

# Asset List w Priorities

1. Player sound effects (Primary priority)
   1. Basic player shoot sound.
   2. Player walk sound.
   3. Player fade sounds.
      1. Enter fade sound.
      2. Exit fade sound.
      3. Fade ready after cooldown sound?
   4. Player damaged sound.
   5. Pickup spell sound.
   6. Pickup heart sound
   7. Open chest sound.
   8. Room cleared sound.
2. Player and shared spell sound effects (Secondary Priority)
   1. *Magic* Missile: small and fast slide, high to low, hold the end.
   2. Triple Shot: three harmonizing *Magic* Missile effects.
   3. Rapid Fire: either the same as *Magic* Missile, or a simple beep.
   4. Seeking Arrow: kinda… sparkly? Uses trill effect.
   5. Ice Spear: think wind chimes, but ice.
   6. Arc Lightning: a zappy buzz, uses pulse, saw, or spiky wave.
   7. Exploding Bullet: percussion upwards slide on launch, percussion sustain on impact.
   8. Bubble Trap: simple beep, probably triangle wave.
   9. Rock Toss: percussion hit on throw, layered hit on impact.
   10. Acid Pool: ???
   11. Fire Spray: probably constant white percussion.
   12. Ring of Fire: ???
   13. Dragon Scale Stream: ???
3. Enemy sound effects by area (Tertiary priority)
   1. Area 1 (Underground Cemetery)
      1. Skeleton
         1. Hurt effect: simple beep.
         2. Death effect: clatter (if possible).
      2. Necromancer
         1. Hurt effect: low pitch beep.
         2. Death effect: longer tones + percussion.
         3. Summon effect: trill.
      3. Zombie
         1. Hurt effect: simple beep.
         2. Death effect: soft percussion hit.
         3. Attack effect: ???
      4. Ghost
         1. Hurt effect: high percussion hit.
         2. Death effect: soft percussion sustain.
      5. Giant Skeleton
         1. Hurt effect: percussion hit.
         2. Death effect: long & layered percussion slide into loud percussion hit.
         3. Hand Smash effect: LOUD percussion hit.
         4. *Magic* attack: LOUD *Magic* missile on launch, percussion sustain + beep on impact.
         5. Bone throw: Minimized percussion hit on throw, hourglass volume on impact.
   2. Area 2 (Library)
      1. Boom Book
         1. Hurt effect: simple beep.
         2. Attack & death effect: percussion sustain.
      2. Staff Ogre
         1. Hurt effect: buzz beep.
         2. Death effect: trill + buzz.
      3. Animated Golem
         1. Hurt effect: minimized percussion hit.
         2. Death effect: long percussion hit.
      4. Apprentice
         1. Hurt effect: high pitched beep.
         2. Death effect: Slide to percussion hit.
      5. The Librarian
         1. Display of power: layered slide, hold start and finish.
         2. Animate: slide to trill.
         3. Desperation: short and soft beeps (to avoid annoyance)
         4. Hurt effect: beep + high percussion hit.
         5. Death effect: long slide into percussion hit.
   3. Area 3 (Hellfire)
      1. Pyromaniac
         1. Hurt effect: low pitch beep.
         2. Death effect: trill + percussion hit or sustain.
      2. Fireling
         1. Hurt effect: higher pitched beep.
         2. Death effect: high beep followed by high percussion hit.
      3. Flaming Totem
         1. Hurt effect: low percussion hit.
         2. Death effect: long percussion into hit.
         3. Attack: percussion hit.
      4. Flaming Ghost
         1. Hurt effect: high percussion hit.
         2. Death effect: soft percussion sustain.
         3. Attack: soft percussion hits.
      5. The Dragon
         1. Hurt effect: loud percussion hit.
         2. Death effect: DEATH ditty.
         3. Fire Breath: LOUD constant percussion.
         4. Dragon Scale Stream: if possible, reversed percussion hits.
         5. Waster: hourglass volume percussion on launch, percussion block on impact (each impact softer), summon Fireling beep or percussion.
   4. Final Boss