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. Player reload sound.
   6. Pickup item/health/ammo sound.
   7. Open chest sound.
   8. Pickup weapon sound.
   9. Player weapon switch sound?
2. General sound effects (Secondary priority)
   1. General enemy sounds.
      1. Basic enemy shoot sound.
      2. Basic enemy death sound.
      3. Basic enemy hurt sound.
      4. Basic enemy spawn sound.
      5. Basic enemy move sound (The amount of enemies could make this a nuisance)?
   2. Environment sounds.
      1. Doors open/unlock sound.
      2. Doors close/lock sound.
3. Sound effects by area (Tertiary priority)
   1. Area 1 (Underground Cemetary)
      1. Bone clatter sound.
         1. Used for skeleton death.
         2. Used for Giant skeleton Hand smash.
   2. Area 2 (Library)
   3. Area 3 (Hellfire)
   4. Final Boss