I got the Asteroid explosion, Player Shoot, and player death, from a website called Zapsplat.com. I got the shield damage from a YouTube channel called ProSound Effects. For the looping music I couldn’t find a website that was free and let me download the audio, so I ended up using a unity asset pack with a few si fi songs.

Thankfully from the sources that I used; the audio was already right ready to go into the game with no editing. The only thing I went off for sounding good together was that I made sure all the sounds were si fi themed. I think that the asteroid might stand out a little, because I used an 8-bit themed explosion rather than just an explosion like the rest of the sounds

For the asteroid explosion sound I knew that I wanted it to be quick and simple, since the player would be shooting a lot of them, I didn’t want it to get annoying.

For the shield damage sound, I wanted a sound with a bit of laser damage sound as well as ship damage, so it seemed like the shield deactivated and the ship took damage.

The shoot sound effect I wanted a si fi theme but didn’t want it to laser sounding. I also wanted it to be short with no build up, because the gun can be fired quickly, and I didn’t want any overlap.

The player death I basically just wanted a sound that sounded like a ship exploding. I played through a few sounds until I found one with the right amount of boom.

For the music I wanted the menu to have a more upbeat and calmer theme, and the gameplay to have more of an exciting theme.

I didn’t notice any issues when playtesting the game. I found the audio was a little loud, but it didn’t bother me, so I left it. I could have found audio that fit together better, and I should have looked harder to find music a not used the unity asset store.