Sound Integration List

Menu Sounds

-Sound for africa map fly in & sound for splash fly in:
    "camera zoom into map region.wav"

-Sound for once player clicks on a number to start a level:
    "camera zoom into map region_b.wav"

-Pressing any ui button(except the back button):
    "tap button_a.wav"

-Pressing the ui back button:
    "tap button_b.wav"

-Sound for defeat:
    "karen game music_short level failed tune.wav"

-Sound for victory:
    "karen game music_short level succes tune.wav"

-Sound for something unlocked:
    "karen game music_short level start tune.wav"

Game Sounds

-Sound for card shuffle & card flip over:
    (any) "card shuffle sound_a.wav"

-Sound for each card appearing on start of round(for the new animation you added recently):
    "card flip sound.wav"

-Sound for hyena hit by sausage:
    "fruit falling off branch.wav"
            …followed by: "hyena note 2 grunt 6.wav"

-Sound for lioness revealed:
    "maya_lion roar_3.wav"

-Sound for antelopes matched:
        "antelope_righta_mayamodbymjh.wav"

-Sound for antelopes NOT matched:
        "antelope_wrongb_mayamodbymjh.wav"

-Sound for antelope selected:
        "antelope_selecteda_mayamodbymjh.wav"

-Sound for antelopes rearing up after being matched:
        "antelope rearing and landing.wav"

-Sound for antelope running off screen:
        "footsteps loop animals running off screen.wav"

-Random ambient sounds in game:
        "ambient monkey.wav"
        "ambient bird.wav"

Music

-Shuffle music tracks for levels(any of the gameplay music loop tracks)

Menu Voice

-David voice sounds applied to each antelope when the antelope is clicked on in the info page.
Note: He has sounds for most of the antelopes. We will get more from him later.

Design Document Audio Section

1. Section V - Audio
1.1.   Voice Talent
Maya: Animal voices
  * Lioness roar

* Lioness rejected (if special used)
* Antelope may require voice to be lowered through tools
* 4 types of Antelope acknowledged sounds (surprised to be clicked on)
* 4 types of Antelope happy sounds (relieved to be matched successfully)
David: Narrator
* Win dialog
* Fail dialog
* Tutorial explained
* Animal names

1.2.   Music

Short splash screen theme (transitions into a menu music loop)
Short level success tune
Short level failed tune
Short level start tune
Northern Africa levels song
Western Africa levels song
Central Africa levels song
Eastern Africa levels song
Southern Africa levels song

1.3.   Sound Effects

Tap button
Card flip sound
Card shuffle sound
Footstep loop for animals running off screen
Successful card match chime
Failed card match chime
Splash image swoosh toward camera (animation not implemented yet)
Splash image stop? (animation not implemented yet)
Camera zoom into map region
Opening the paper map
Closing the paper map
Tap on map Region
Region rise out of paper
Ambient bird or other animal sounds
Hyena hit by fruit
Fruit falling off branch
Hyena falls and hits the dirt
Antelope rearing and landing
Use Special Ability