

Sound Integration List

Menu Sounds

NOTE: Grey highlights are completed tasks

-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:
"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 still need "blesbok", "blue", and "hunters".

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