

Sound Integration List

NOTE: Grey highlights are completed tasks

Game Sound

Path to sound files: \CardMatchingGame\Assets\Resources\Audio\Sound

-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 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 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"

-Sound for hyena hit by sausage:
"fruit falling off branch.wav"
...followed by: "hyena note 2 grunt 6.wav" (*Path to Voice files:*
\CardMatchingGame\Assets\Resources\Audio\Voices)

Game Voices

Path to Voice files: \CardMatchingGame\Assets\Resources\Audio\Voices

-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"

Game Music

Path to sound files: \CardMatchingGame\Assets\Resources\Audio\Music

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

(This one is for later)-Sound for something unlocked:
"karen game music_short level start tune.wav"

Music

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

Menu Voice

-David voice to help players through the UI and the tutorial. 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