Sound Samples Used:

File Name in app : Beacon.wav  
Use in app : The beacon for the player to use as a reference point  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/gnrja/sounds/150283/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Was .aiff, exported as .wav . Increased decibels

File Name in app : smallCrowd1.wav  
Use in app : Part of the crowd in the front  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/timtube/sounds/58826/> (a.o 09/05/12)  
Audio Modifications : Increased decibel level.

File Name in app : smallCrowd2.wav  
Use in app : Part of the crowd in the back  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/Tomlija/sounds/99636/> (a.o 09/05/12)  
Audio Modifications : Increased decibel level. Was a stereo track, split to mono.

File Name in app : LargeCrowd1.wav  
Use in app : Part of the crowd in front  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/sandyrb/sounds/35748/> (a.o 09/05/12)  
Audio Modifications : Increased decibel level. Was a stereo track, split to mono.

File Name in app : LargeCrowd2.wav  
Use in app : Part of the crowd in front  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/benfree/sounds/130568/>(a.o 09/05/12)  
Audio Modifications : Increased decibel level. Changed sampling frequency.

File Name in app : LargeCrowd3.wav  
Use in app : Part of the crowd in the back  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/wanna73/sounds/20784/>(a.o 09/05/12)  
Audio Modifications : Increased decibel level. Was a stereo track, split to mono.

File Name in app : LargeCrowd4.wav  
Use in app : Part of the crowd in the back  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/CosmicD/sounds/93023/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed sampling frequency.

File Name in app : Button1.wav  
Use in app : Part of the ship entering sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/jobro/sounds/33780/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed resolution. Cut sections of sound.

File Name in app : Button2.wav  
Use in app : Part of the ship start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/jobro/sounds/33784/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed resolution. Cut sections of sound. Increased decibel level.

File Name in app : Button3.wav  
Use in app : Part of the ship start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/DJ%20Chronos/sounds/77734/>  
(a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Increased decibel level. Cut sections of sound.

File Name in app : Button4.wav  
Use in app : Part of the ship start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/ejfortin/sounds/49670/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Increased decibel level. Changed resolution.

File Name in app : Wup1.wav  
Use in app : Unused   
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/SpeedY/sounds/62900/> (a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed resolution. Increased decibel level.

File Name in app : EndOfRaceSound.wav  
Use in app : Played at the end of the game to signal the end of the race  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/gcmax/sounds/115821/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Increased decibel level.

File Name in app : ShipDoorOpening.wav  
Use in app : Used in the ship entering sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/gcmax/sounds/115822/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Increased decibel level.

File Name in app : ShipPoweringDown.wav  
Use in app : Unused   
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/DJ%20Chronos/sounds/66536/>   
(a.o 09/05/12)  
Audio Modifications : Increased decibel level. Cut sections of sound. Was a stereo track, split to mono.

File Name in app : IntroSound.wav  
Use in app : Unused  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/kollege/sounds/83752/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Was a stereo track, split to mono.

File Name in app : DoorToCrowdOpening.wav  
Use in app : Used in the starting sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/Robinhood76/sounds/104644/>   
(a.o 09/05/12)  
Audio Modifications : Changed resolution. Was a stereo track, split to mono.

File Name in app : ShipIdle.wav  
Use in app : Played at the end of the ship start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/ejfortin/sounds/49685/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Was a stereo track, split to mono. Increased decibel level.

File Name in app : ShipPowerUp.wav  
Use in app : Unused  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/jobro/sounds/33553/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Was a stereo track, split to mono. Increased decibel level.

File Name in app : ShipPowerUp2.wav  
Use in app : Played in the ship start up sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/noirenex/sounds/98883/>   
(a.o 09/05/12)  
Audio Modifications : Changed resolution. Was a stereo track, split to mono.

File Name in app : ShipMoving.wav  
Use in app :   
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/noirenex/sounds/98883/>   
(a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono.

File Name in app : ShipDoorClosing.wav  
Use in app : Used in the ship entering sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/gcmax/sounds/115822/> (a.o 09/05/12)  
Audio Modifications : Changed resolution. Increased decibel level. Revered original effect. Cut end of sound.

File Name in app : FootstepsTarmac.wav  
Use in app : Used in start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : <http://www.freesound.org/people/mikaelfernstrom/sounds/68691/>   
(a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed resolution. Increased decibel level.

File Name in app : OutfitRustle.wav  
Use in app : Used in start sequence  
Resolution : 32 bit  
Sampling Frequency : 44100 Hz  
Source : http://www.freesound.org/people/sagetyrtle/sounds/136382/  
(a.o 09/05/12)  
Audio Modifications : Was a stereo track, split to mono. Changed resolution. Shortened sound.