

AUDIO BIBLE

General Description

Here we must describe what type of audio we are going to use and a brief explanation with a historical context.

Music/Soundtrack

Finding good music is vital to introduce the player to the game universe, we can look for games that share certain aspects with ours.

Sound effects

- **Character sound:** A character is everything that does actions by itself, such as: walking, hitting, jumping...
- **Ambient sounds:** The ambient sound is very important since it is what makes a more immersive environment and helps the player to detect according to what situations.
- **UI sounds:** The UI sounds are essential for the player to know the feedback that comes from the game, not only in the gameplay, but also in the menus.

Code implementation

- **First layer:** the first layer contains the audio for the game's intro and menu.

- **Second layer:** in this layer we will implement the background music.
- **Third layer:** now it's time to activate the UI sounds, both from the menu and from the gameplay.
- **Fourth layer:** finally, only the sounds of the characters remain, as they are the most spontaneous we can add them at the end.

Samples

Here we will place the links to the different audio files used.

References

Documentation on where we got the audio files from.