

GAME NAME

Audio Bible

TEAM LOGO

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1. Defining Audio Content:

What style of music is best for your game?

**What parts of your game should have music? When are you changing music type?
Transitions**

What type of sounds do you need? (for weapons, enemies, abilities...)

2. Inspiration

Games, series or films that inspire your game?

3. Implementation

Decide every sound and music you will need for everything in your game.

4. Audio assets

Define all audios you implement with organization

Music:

ID	File Name	Description

Ambient:

ID	File Name	Description

Player :

ID	File Name	Description

Enemies:

ID	File Name	Description

Items:

ID	File Name	Description

Abilities:

ID	File Name	Description

UI:

ID	File Name	Description

ALL AUDIO YOU NEED....