Apathetic Apothecary - Audio Changelist

Date 04/6/21

New Events

Player/**CharacterExertion**

 Oneshot, plays when the player character lifts up a puzzle object

 *May later also be used to accompany pushing a heavy puzzle object

Item/**StopItemHovering**

 Stops the ItemHovering looping SFX

Date 04/2/21

New Events

Item/**ItemCollectInvalid**

 Oneshot, plays when the player attempts to collect an item while inventory is full

Item/**ItemPotionGravity**

 Oneshot, plays when the player uses a gravity potion on a puzzle object

Item/**ItemPotionLevitate**

 Oneshot, plays when the player uses a levitation potion on a puzzle object

Player/**PlayerPuzzleReset**

 Oneshot, plays when the player manually resets a puzzle room

TextOnScreen/**CharacterEmoteNegative**

 Oneshot, plays when selecting a negative reply from the dialogue tree; automatically
 ducks the volume of Camille's voice when called

TextOnScreen/**CharacterEmoteNeutral**

 Oneshot, plays when selecting a neutral reply from the dialogue tree; automatically
 ducks the volume of Camille's voice when called

TextOnScreen/**CharacterEmotePositive**

 Oneshot, plays when selecting a positive reply from the dialogue tree; automatically
 ducks the volume of Camille's voice when called

MODIFIED EVENTS

Item/**ItemHovering**

Event name changed from ItemLevitate, intended to reduce confusion with ItemPotionLevitate

----

Date 03/19/21

New Events

Item/**StartItemPlantsReady**   **LOOPS FOREVER UNTIL STOPPED**

Looping, functions based on an RTPC called "PlantsReady," which has a value range of 0-6. This value is intended to be set based on how many plants are ready to be harvested on the farming plots, with an additional layer of looping SFX playing only when all plots are harvestable.

Item/**StopItemPlantsReady**

Stops the above event, intended to be called either when the player has harvested all available farming plots, or when the player leaves the farm area

MODIFIED EVENTS

Item/**ItemPlantsReady**

Removed, repurposed/renamed to above start and stop events

Item/**ItemPlantsAllReady**

Removed, added in as part of the RTPC for StartItemPlantsReady

----

Date 03/12/21

New Events

Item/**ItemPotionUse**

Oneshot, plays when the player pours a potion onto a puzzle object

Menu/**MenuCrateOpen**

Oneshot, plays when the player interacts with a crate to open the crate menu

Menu/**MenuCrateClose**

Oneshot, plays when the player closes the crate menu

Environment/**EnvironmentWind**   **LOOPS FOREVER UNTIL STOPPED**

Looping, plays while in a puzzle area that contains wind currents. When this event is called, it automatically fades out the **EnvironmentAmbience** event after a 1 second delay

MODIFIED EVENTS
Environment/**EnvironmentAmbience**

When called, this event now automatically fades out the **EnvironmentWind** event after a 1 second delay

Player/**PlayerPortal**

Added additional SFX assets

Date 02/19/21
New Events
Item/**ItemCauldronFull**

Oneshot, plays when attempting to add an ingredient to the cauldron when it's full

Item/**ItemPuzzleObjectInvalid**

Oneshot, plays when attempting an invalid interaction on a puzzle object, like when using a potion type that will have no effect on the object, or trying to lift an object that is too large/heavy to lift

Item/**ItemPlantWatered**

Oneshot, plays when attempting to water a plant that has already been watered

Player/**PlayerPortal**

Oneshot, plays when the player goes through a portal from one room to another, or after confirming a valid destination from the pocket portal menu

Player/**PlayerPuzzleComplete**

Oneshot, plays when the player successfully solves a puzzle. When called, this event automatically lowers the voice volume of GameMusic, plays a celebratory sound, then brings the voice volume of GameMusic back up after a short delay

Player/**PlayerQuestComplete**

Oneshot, plays when the player successfully completes an NPC/ticket quest

UI/**MenuDigiPenLogo**

Oneshot, plays over the DigiPen logo before the title screen

UI/**MenuPortalOpen**

Oneshot, plays when opening the pocket portal menu

UI/**MenuPortalClose**

Oneshot, plays when closing the pocket portal menu

UI/**MenuPortalHoverValid**

Oneshot, plays when hovering over a discovered portal location in the pocket portal menu

UI/**MenuPortalHoverInvalid**

Oneshot, plays when hovering over an undiscovered/invalid portal location in the pocket portal menu

UI/**MenuPortalSelectValid**

Oneshot, plays when a valid portal destination is selected from the pocket portal menu

UI/**MenuPortalSelectInvalid**

Oneshot, plays when attempting to select an undiscovered portal location from the pocket portal menu

----

Date 02/12/21
New Events
Item/**ItemPlantsReady**   **LOOPS FOREVER UNTIL STOPPED**

Looping, plays when plants are ready to be harvested, has RTPC parameters based on how many plants are ready (1-6)

Item/**ItemPlantsAllReady**   **LOOPS FOREVER UNTIL STOPPED**

Looping, starts playing when all six plants are available to be harvested

----

New Events
Menu/**MenuShopPurchase**

> Oneshot, plays when the player purchases an item in the shop

Menu/**MenuShopSell**

> Oneshot, plays when the player sells an item to the shop

Menu/**MenuTicketCollect**

> Oneshot, plays when the player collects a ticket from the ticket counter

Menu/**MenuTicketView**

> Oneshot, plays when the player opens or closes the ticket menu

Music/**Pause**

> Applies volume adjustment and a Low Pass Filter to the Music bus when called

Music/**Unpause**

> Reverts volume and Low Pass Filter to normal gameplay state when called

Player/**PlayerWaterSplash**

> One-shot, plays water splashing SFX when the player steps into or out of a body of water

TextOnScreen/**VoiceAoifeOneshot**

> Plays 0.2 - 0.8 seconds of Aoife's Voice SFX when called

TextOnScreen/**VoiceCamilleOneshot**

> Plays 0.2 - 0.8 seconds of Camille's Voice SFX when called

TextOnScreen/**VoiceEliasOneshot**

> Plays 0.2 - 0.8 seconds of Elias' Voice SFX when called

TextOnScreen/**VoiceFizOneshot**

> Plays 0.2 - 0.8 seconds of Fiz's Voice SFX when called

TextOnScreen/**VoiceShopkeepOneshot**

Plays 0.2 - 0.8 seconds of the Shopkeep's Voice SFX when called

TextOnScreen/**VoiceSystemTextOneshot**
Plays 0.2 - 0.8 seconds of the SystemText SFX when called

Date 12/04/20
MODIFIED EVENT(S): Item/**ItemCauldronBubble**
Adjusted behavior to play as a one-shot for prototype testing purposes

Item/**ItemLevitate**
Adjusted attenuation behavior, needs further testing

Date 12/03/20
New Events
Music/**SetStateCredits**
Callable event that changes the state of MusicPlayer to Credits

Music/**SetStateFarm**
Callable event that changes the state of MusicPlayer to Farm

Music/**SetStateForest**
Callable event that changes the state of MusicPlayer to Forest

Music/**SetStateLose**
Callable event that changes the state of MusicPlayer to Lose

Music/**SetStateMenu**
Callable event that changes the state of MusicPlayer to Menu

Music/**SetStateShop**
Callable event that changes the state of MusicPlayer to Shop

Music/**SetStateWin**
Callable event that changes the state of MusicPlayer to Win

MODIFIED EVENT(S): Item/**ItemCauldronBubble**
Added distance attenuation, need to test to adjust min and max values

TextOnScreen/**StartVoiceSystemText**
Added a stop command with a 0.5 second delay to follow the initial play command when the event is called. This will now act as a placeholder one-shot event for any non-scrolling text on-screen that is being spoken by an NPC

Date 11/30/20
New Events
UI/**MenuInvalid**
        One-shot, 2D, plays when attempting to select an invalid menu option

Item/**ItemCollect**
        One-shot, 2D, plays when the player collects an item to-inventory

Item/**ItemPotionGrow**
        One-shot, 2D, plays when using a growth potion on an object

Item/**ItemPotionShrink**
        One-shot, 2D, plays when using a shrinking potion on an object

Item/**ItemThrow**
        One-shot, 2D, plays when the player throws an object

Item/**ItemLevitate**   **LOOPS FOREVER UNTIL STOPPED**
        Looping, 3D, plays while an object is levitating due to the effects of a hover potion

----

Date 11/13/20
New Events

TextOnScreen/**StartVoiceSystemText**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while any non-dialogue text is scrolling on-screen

TextOnScreen/**StartVoiceCamille**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while Camille's dialogue text is scrolling on-screen

TextOnScreen/**StartVoiceElias**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while Elias' dialogue text is scrolling on-screen

TextOnScreen/**StartVoiceFiz**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while Fiz's dialogue text is scrolling on-screen

TextOnScreen/**StartVoiceAoife**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while Aoife's dialogue text is scrolling on-screen

TextOnScreen/**StartVoiceShopkeep**   **LOOPS FOREVER UNTIL STOPPED**
>   Looping, 2D, plays while the Shopkeep's dialogue text is scrolling on-screen

TextOnScreen/**StopVoiceSystemText**
>   Stops the SystemText scrolling looping SFX wen system text is no longer scrolling

TextOnScreen/**StopVoiceCamille**
>   Stops Camille's voice SFX when her dialogue is no longer scrolling

TextOnScreen/**StopVoiceFiz**
>   Stops Fiz's voice SFX when his dialogue is no longer scrolling

TextOnScreen/**StopVoiceAoife**
>   Stops Aoife's voice SFX when their dialogue is no longer scrolling

TextOnScreen/**StopVoiceShopkeep**
>   Stop's the Shopkeep's voice SFX when their dialogue is no longer scrolling

----

Date 10/31/20
New Events
UI/**MenuBack**
>   One-shot, 2D, plays when the player closes a menu or goes back from a sub-menu

Player/**PlayerPlantSeed**
> One-shot, 2D, plays when the player plants a seed in a patch of dirt

Item/**ItemWateringCan**
> One-shot, 2D, plays when the player waters a patch of dirt with the watering can

Item/**ItemCauldronBubble**   **THIS SOUND LOOPS FOREVER UNTIL STOPPED**
> Looping, 3D, starts playing when the cauldron is boiling and visible on-screen

----

Date 10/23/20
New Events
Music/**MusicPlayer**   **THIS SOUND LOOPS FOREVER UNTIL STOPPED**
> Starts playing game music when called, defaults to menu music
> Music can be changed to match game state by calling appropriate SetState event

Music/**SetStateMenuMusic**
> Transitions the MusicPlayer to start playing the menu music on the next bar

Music/**SetStateGameplayMusic**
> Transitions the MusicPlayer to start playing the gameplay music on the next bar

Player/**PlayerPickup**
> One-shot, 2D, plays when the player picks up or puts down an item

Player/**PlayerDig**
> One-shot, 2D, plays when the player digs using a shovel

Player/**PlayerHarvest**
> One-shot, 2D, plays when the player harvests a harvestable item while farming

Item/**ItemSmokePuff**
> One-shot, 3D, plays when a puff of smoke is generated due to a potion effect

UI/**MenuHover**
> One-shot, 2D, plays when the player hovers over a menu option

UI/**MenuSelect**

One-shot, 2D, plays when the player selects a menu option

UI/**MenuOpen**

One-shot, 2D, plays when the player opens a menu

UI/**MenuPageTurn**

One-shot, 2D, plays when the player flips through a page in the attribution book

----

Date 10/02/20

New Events

Music/**StyleSample**   **THIS SOUND LOOPS FOREVER UNTIL STOPPED**

Plays style sample audio indefinitely, needs to be re-exported and implemented as a seamless loop, but will start playing and loop indefinitely when called

Player/**PlayerFootstep**

Plays a single footstep sound each time the event is called
Currently has four surface type parameters, will add more as needed

----

Format:

Date 9/XX/20

New Events

EventGroupName/**EventName**   "**THIS SOUND LOOPS FOREVER UNTIL STOPPED**"
When event plays, intended playback behavior

MODIFIED EVENT(S): ExistingEventGroup/EventName
Changes made to existing event, comment about desired feedback and things to try with it