**Apathetic Apothecary - Audio Changelist**

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

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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

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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

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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

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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

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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

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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