Audio References

# Licenses

All audio bytes are source from the GDC Game Audio Bundle provided by Sonniss.com. These audio bytes are non-exclusive and Royalty free.

The individual sounds are listed below with their original license holders/authors.

### BrickBreak

BrickBreak is licensed under the name of *Smash Rock On Debris*

*Smash Rock On Debris* is licensed by **Mechanical Wave** in their ***Rock Brick and Dirt*** Sound pack in the GDC 2015 collection.

### GoldBrickBreak

GoldBrickBreak is a mix of. *Plate impact Parry* and *Drop, Glass, Table, Metal, Debree*.

*Plate impact Parry* is licensed by **Double Trouble Audio** in their ***Medieval Armour and Impacts*** Sound pack in the GDC 2017 collection.

*Drop, Glass, Table, Metal, Debree* is licensed by **Double Trouble Audio** in their ***Shards*** Sound pack in the GDC 2017 collection.

### Ding

Ding is licensed under the name of Anvil hits – Tree hits.

*Anvil hits - Tree hits* is licensed by **Mononeshot** in their ***Medieval, Smithy*** Sound pack in the GDC 2017 collection.

### Thud

Thud is licensed under the name of Metal Shelf Hit 02.

*Metal Shelf Hit 02* is licensed by **RDGSFX008** in their ***The Metal Shelf*** Sound pack in the GDC 2015 collection.

### UI Sound packs

The UI sounds for Select, scroll, Back and Error are the following:

*Back: BackVersion4*

*Error: ErrorVersion14*

*Scrolling: Scroll Version04*

*Select: SelectVersion03*

These sound bytes are licensed by **Kpow Sounds** in their ***UI SOUNDPACKS*** Sound pack in the GDC 2015 collection.

The music piece was created in GarageBand by **Adam Higgins** for the purposes of this project.