**Filename Plan**

All sound files will be in the Vorbis (.ogg) format. All audio filenames will be created so that the location/position of the sound is intuitive.

e.g. Location / Description

Location - upside down world or normal world (usw / nw)

Description – impact sounds (usw-is-slap2, nw-is-crash3), background music (usw-bg2, nw-bg3)

The audio will be tailored for use in different levels or zones. The list below is a preliminary sound plan and will be further developed as the game design progresses.

1. **Impact sounds** (is)

hits, thuds, slaps, crashes, breaking windows, combat/fight sounds

1. **Background music** (bg)

variation in levels, upside down world vs normal world

1. **Text submission / Decision sounds** (ts)

typing, submission, output of text on screen from NPCs

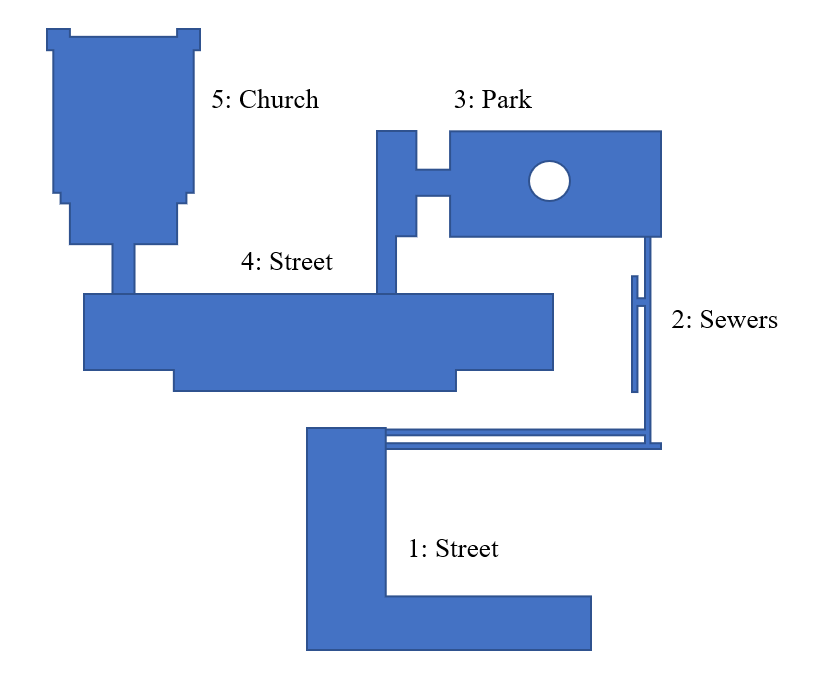
1. **Health-related sounds** (hs)

changes in health, running out of health, full health

1. **Add category here**
2. **Add category here**
3. **Add category here**

**Required Sound Files**

Each zone has a number of different game interactions. Each interaction will be accompanied by a relevant sound. The zones also have a specific background sound, depending on whether the player is within the normal or alternate world.

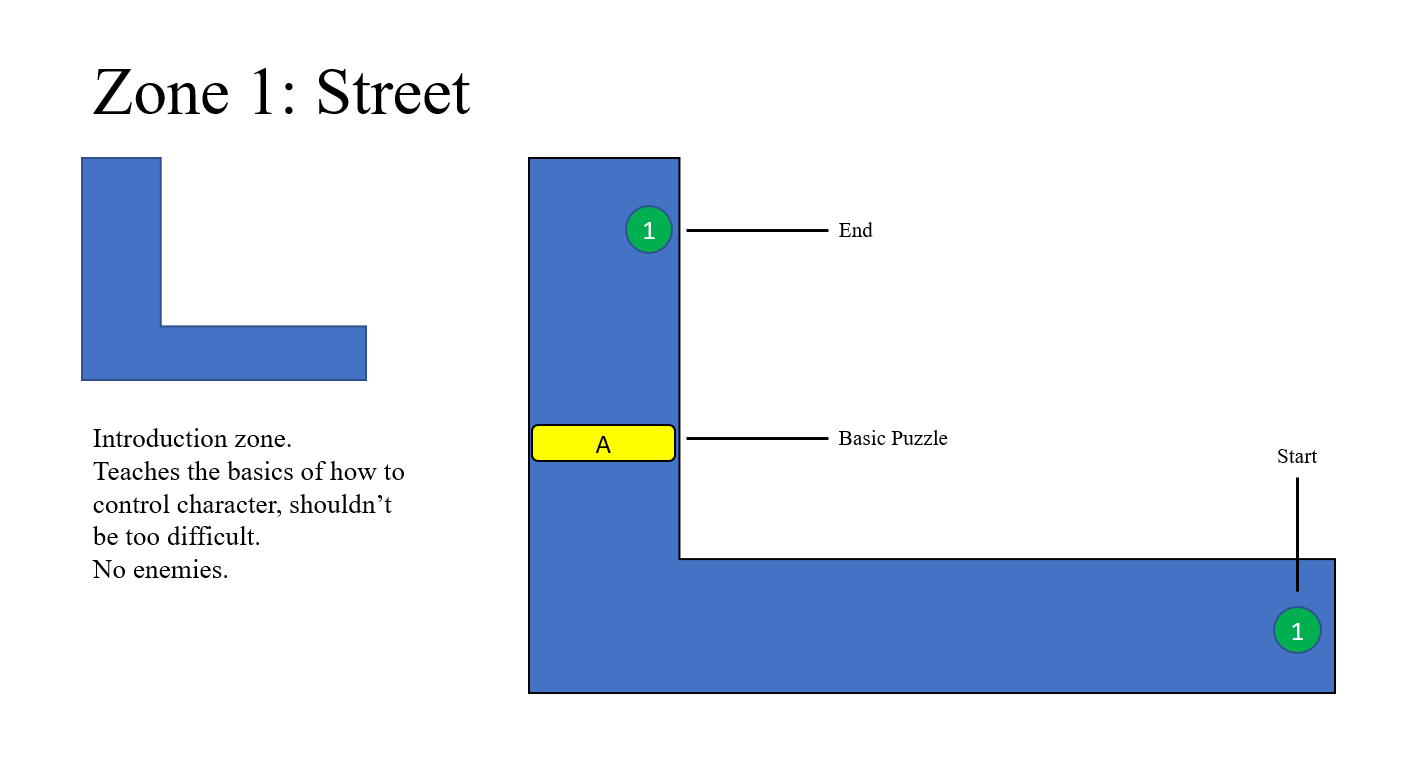


**Zone Background Sounds**

|  |  |
| --- | --- |
| *Normal World (nw)…*   1. Street: nw-bg1 2. Sewer: nw-bg2 3. Park: nw-bg3 4. Street: nw-bg4 5. Church: nw-bg5 | *Alternate World (usw)…*  1. Street: usw-bg1  2. Sewer: usw-bg2  3. Park: usw-bg3  4. Street: usw-bg4  5. Church: nw-bg5 |

**Zone 1 – Interaction Sounds**

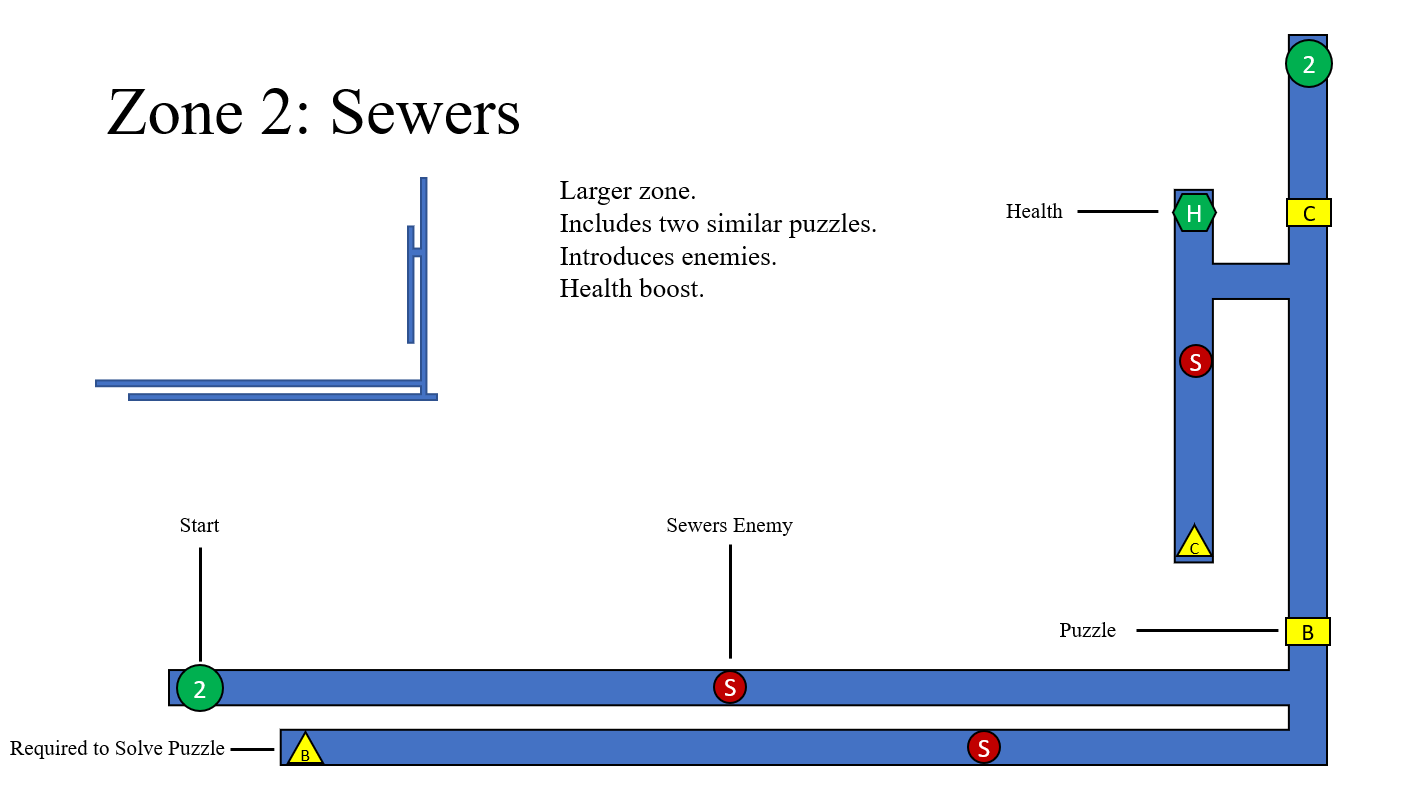
1. Zone Start Sound
2. Puzzles
   1. Puzzle Completed
   2. Puzzle Fail
3. Zone End/Leave Sound

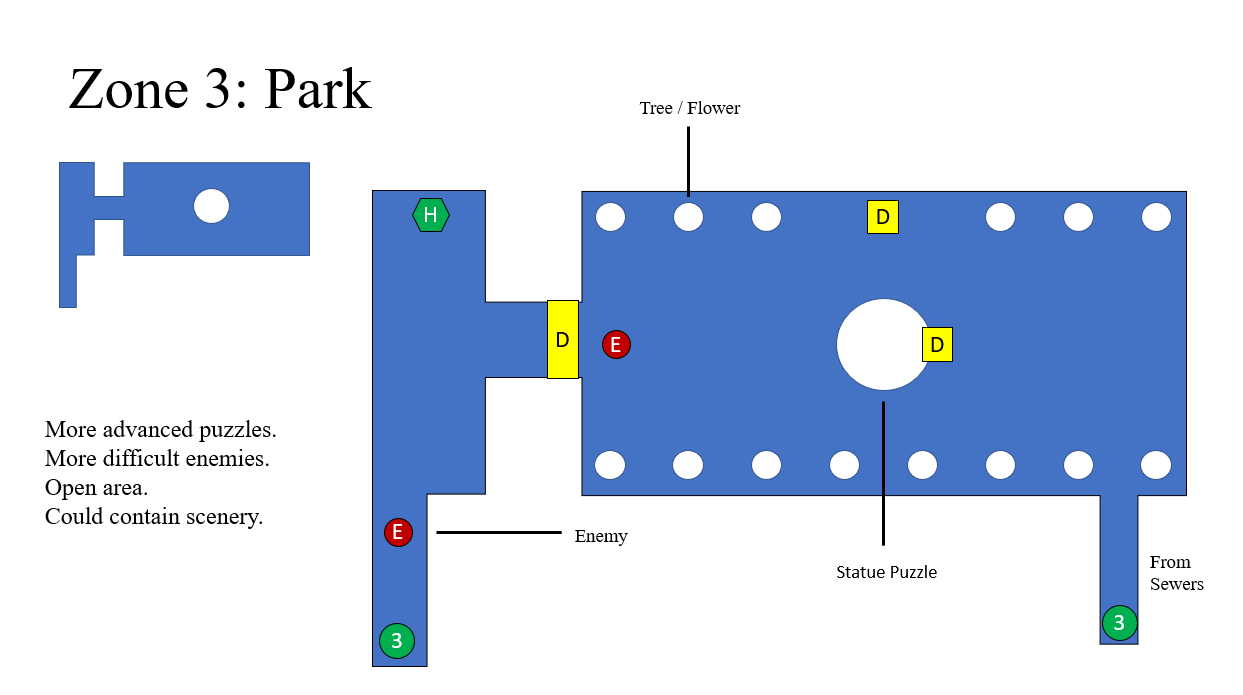


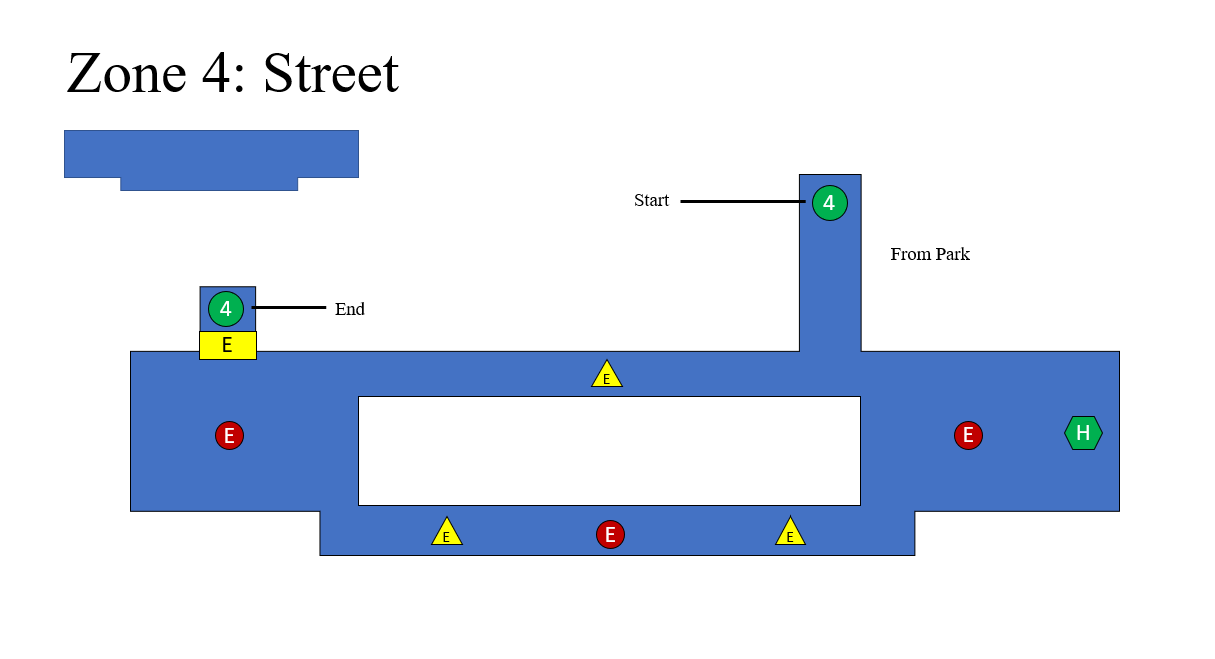
**Zones 2 - 4 – Interaction Sounds**

1. Zone Start Sound
2. Puzzles
   1. Puzzle Completed
   2. Puzzle Fail
3. Zone End/Leave Sound
4. Health Boost
5. Sewer Enemy
   1. Combat Sound Successful
   2. Combat Sound Fail

1. Health Reduction (after Combat Fail)

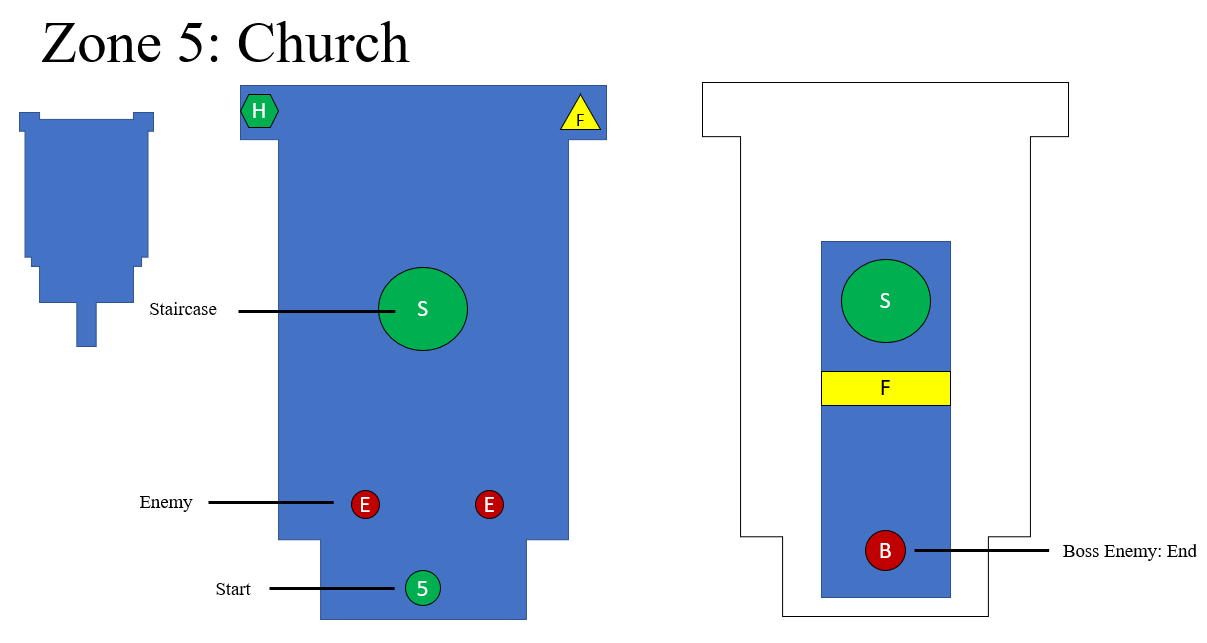






**Zone 5 – Interaction Sounds**

1. Zone Start Sound
2. Puzzle
   1. Puzzle Completed
   2. Puzzle Fail
3. Zone End/Leave Sound
4. Health Boost
5. Health Reduction (after Combat Fail)
6. Final Boss
   1. Combat Sound Successful
   2. Combat Sound Fail
   3. Game Completed



**Credits**

Map Designs by Luke Davies