**Sound**

The following is an overview of the sound assets needed for this game.

**Limbo**

Because the limbo menu takes place at a port town, sound should be peaceful and have a coastal theme.

Ambient music

- Should sound “Piraty,” or something to invoke thoughts of the sea

- Similar to the final boss battle of King K. Rool in Donkey Kong Country

Misc. ambient sounds

- Waves

- Seagulls

- Distant chatter

**Combat**

During combat, sounds should help set the players desire to kill, and give satisfying sounds to award aggressive behavior. However, the sounds must also mesh with the more lighthearted feel of the game. This isn’t bloody violence, this is slapstick.

Music

- Main combat music

- Different music for queen battle

- No music for government battle

Misc. ambient sounds

- Waves

- Consistent wave sound for movement - ship and sea monsters same sound

- Fire sounds for distressed ship in mission 3

Triggered sounds (trigger)

- Wood crashing (monster attack)

- Cannon fire (ship attack)

- Trumpet (ship exists mission 4 cave)

- Explosion (health reaches 0)

- Death-cry for sea monster (sea monster defeated)

- Screech for sea monster queen (queen defeated)

- Recovery sound (healing special used)

- Splash (attack misses)

- Super-cannon fire (special attack used)

**User Interface**

- Dialogue pop-up sound

- Successful load/save sound

- Sound for any type of error the game might run into

- Sound for when a menu item is clicked on  
  
**Cutscenes**

Beginning:

- Visual 1 =  Cackling fire sound

- Visual 2 = Shuffling of papers

- Visual 3 = Canon fire, wood breaking, and cheers

- Visual 4 = Different kind of cheers and laughter

- Visual 5 = Silent until game begins.

Ending:

- Visual 1 = Waves

- Visual 2 = Whispering

- Visual 3 = Shouts and fire

- Visual 4 = More violent sounding waves

- Visual 5 = Silence until cutscene ends