Possible Sound Assets to be Implemented

[MAIN MENU]

Player moves the mouse from option to option

* Wood/stone/whatever button is made of being hit sound

Player changes the volume

Confirmation sound when player presses ‘New game’ or ‘Continue’

Background music and possible ambient sounds

[TUTORIAL]

Player moves from each dialog of text

* Wood/stone/whatever button is made of being hit sound

Ambient noises

* Villagers talking and walking
* Torches
* Wheels of carts being pushed
* Bird calls
* Rustling of trees and grass in area

Background music more peaceful/relaxed compared to level music

[LEVEL ONE]

Item is collected

Health item is collected

* Should be more inspirational/hopeful than regular ‘collect item’ sound
* Think collecting a 1-up mushroom in Mario compared to other items

Sound of traps

* Swinging of axes
* Buzzing of saw blade
* In reference to the roughs

Ambient sounds

* Movement of enemies in distance
* Torches burning
* Creaking of wood/trees in the wind
* Nocturnal animal sounds

Background music more eerie than tutorial

[PLAYER]

Footsteps of player character

* Should change depending on what they stand on

Jump noise of player character

When player takes damage

* Grunt or just a hit sound

Player death sound

[ENEMY WOLF]

Passive sound of pants and occasional growls

Active sound (when attacking or seeing player) of barks and more loud aggressive growls

Footsteps would be softer than Players because of padded feet

* Remember to make the sound of steps in two groups of two as it is quadrupedal

[ENEMY SPIDER]

Passive sound of clicking of mandibles

Active sound (when attacking or seeing player) of hisses

* Large spiders hiss to intimidate whatever it is attacking

Footsteps would either be silent, or more like tapping or clicking on floor over typical footsteps

* Steps in a quicker gait due to eight-legged nature

[ENEMY KNIGHT]

Passive sound of clanging of armour when moving

Active sound (when attacking or seeing player) mostly of their weapon

* Swinging of sword/weapon/shield
* Pulling back bow, release of arrow, arrow travelling

Footsteps would be loudest of enemies, sound of metal

* Loud and heavy as they are wearing armour