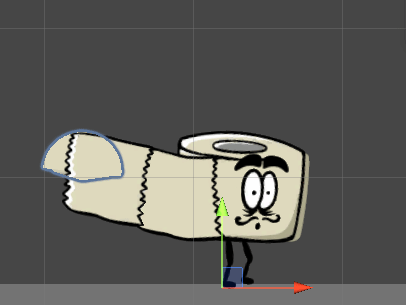
Audio Asset List

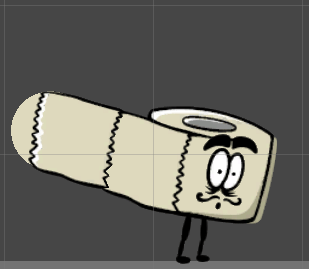
# Character

**Idle Animation**



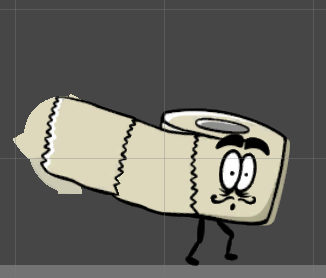
*Maybe make sound effects for when he raises his eyebrows? And maybe another one for the moustache moving? Neither are necessary, but both would add a lot of life to the animation.*

**Running Animation**



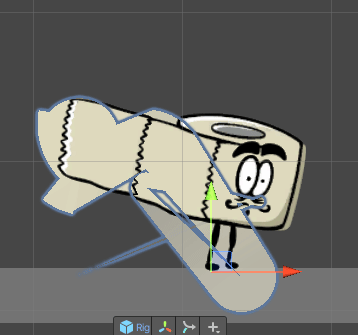
*Just footsteps needed. Could potentially have footsteps for different materials – wood, stone, etc – but it is not essential. If you could make one footstep sound that’ll be enough – if you have time and desire to make more – feel free.*

**Jumping Animation**



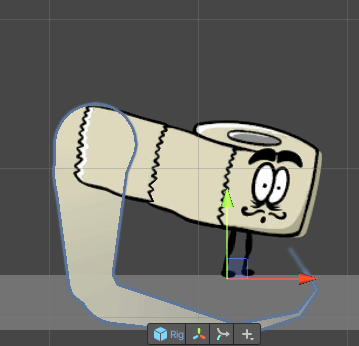
*Up to you what it sounds like – could be a grunt of physical exertion or a whistle type of noise – up to you.*

**Propelled Animation**



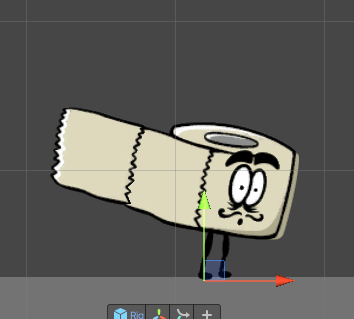
*Could be wind-like ‘woosh’ type of noises? Maybe just a single one and I could play it once for each spin?*

**Rolling Animation**

****

*Completely up to you, I don’t know how rolling toilet paper should sound.*

**Twisting Animation**

****

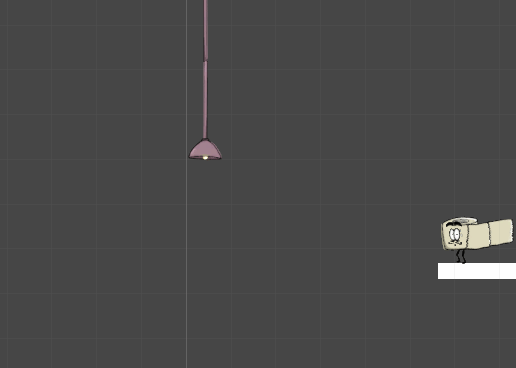
*This is played when the player uses the Trampoline and when they connect to a lamp. Up to you how it sounds.*

# Gameplay & Environment

**Level Start**

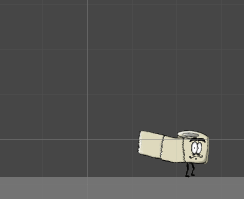
*I’ll use the lvl\_transition file you sent, that sounds really good for each level’s beginning.*

**Swinging**

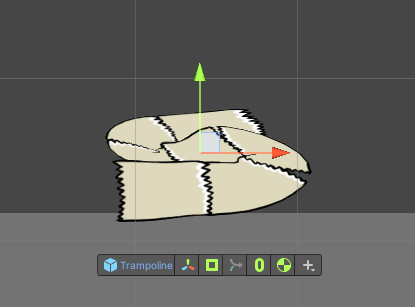
****

*Best practice would be – noise for the twisting at the beginning, noise for when the paper connects to the lamp, and a ‘swoosh’ noise for the swinging. Out of the 3, the ‘swoosh’ is most important.*

**Trampoline**

****

*This bit only needs the ‘Twisting’ sound effect.*

**

*This is the animation I’ll play for the trampoline whenever the Player bounces on it. I think a sound effect would suit it nicely. Not essential, but desired.*

**Exit Door**

A picture containing text, sign

Description automatically generated

*Maybe some celebratory sound effect for reaching the door to signify the player’s success.*

**Background Music**

*I absolutely dig the one you sent and will be implementing it later today.*

# Main Menu

**Menu Music**

*You’ve nailed it – nothing more can be asked.*

**Button Click**

*Just a sound for clicking the buttons.*

**‘Game Started’**

*This is a work-in-progress. Andrea is envisioning a scene for the main menu where Toiper finds out about his purpose. She is planning on making a short animation for it and it might benefit from some audio.*

*If we get around to making this animation, I’ll let you know if any sfx are needed for it (though it’s likely that if we have most of the ones listed above, we’ll be able to use those for it too).*