# Miniverse Sound Effects List (v2)

All sound effects should have a sci-fi feel to them. Like you’re interacting with the controls of a spaceship. This is pretty close. <http://www.youtube.com/watch?v=BWeI-0CkL90>

Button Press – A quick button press sound. Will be played when the player presses down a ui button.

Button Release – Should almost be a reverse of the button press sound, will be played when the player releases a button.

Neon Buzz – Just a quick little neon sign buzz that will be played as the button ui textures are turned on. Should feel like the ui is powering up.

Rocket In – A rocket engine flying sound, something a bit like this but more spacey and without the explosion. <http://www.freesound.org/people/Julien%20Nicolas/sounds/131145/>

Human Teleport – A quick spacey teleport sound. <http://www.freesound.org/people/Sergenious/sounds/55843/> will be played when the people are moved between planets and the spaceship.

Rocket Out / Win – Plays when the rocket zooms out at the end of the level, this is also the same as the win sound. A happy win jingle which should be very full and satisfying. This is a pretty complicated sound with multiple parts. It should start as a regular human teleport sound but then move into a combination of a whooshing / kind of a warp sound as the rocket flies away while also laced with the level win jingle at the end.

Puzzle Click – A small click sound when two puzzle pieces are joined.

Indicator Buzz – A quick buzz that is played when the green planet indication effect is shown.

Camera Zoom – A quick (about 0.2 seconds) air whooshing sound as the camera zooms out to view the whole level.

Added below on 3.27.14

Alien Ship Laser – A quick repeating laser sound used for the Alien ships.   
Shield Buzz – An electric buzz that will play when the player is close to a shield.  
Shield Hit – A quick repeating electric shield deflection sound played when a laser hits a shield.  
Asteroid Crack – A simple cracking sound used for asteroids that crack after being used.  
Canister Liquid Fill – A sound of something filling up, something akin to a cup being filled with water or a car being filled with gas. I’m imaging something of a rising synth sound. This will be used for a sort of power up which refills the planet timers.

Wormhole Background – background spacey sound played when player is close to a wormhole.