

# SFX DOCUMENT

## General informations:

Sounds LEVELS (Sound order that the player hear)

1-Interface

2-Voices and interactions (orders)

3-Ambiant sounds

4-MUSIC

FOR THE AMBIANT SOUNDS the sounds are listened by the CAMERA

(LIST) refers to the fact that some of the sounds are part of a list for the same goal (3 sounds for 1 purpose) those sound are RANDOMLY CHOOSE into the list

## Ambience: (PrometheusUnbound\_SoundDesign\Ambience)

- (**SFX\_Interface\_BuildingDestroy**): This Sound appear when a player's building is destroyed by enemy or by player's choice (suppr)
- (**SFX\_Interface\_ButtonPressed**): This sound appears when player click on any UI button
- (**SFX\_Interface\_NoResources**): This sound appears when player want to construct building or produce units but he does not have enough resources to do it
- (**SFX\_Interface\_UnitCreation\_1**): (LIST 1 to 3) This sound appears when a unit is created
- (**SFX\_Interface\_WaveEnd**): This sound appears when a wave is Ending
- (**SFX\_Interface\_WaveStart**): This sound appears when a wave is Starting

## Interface: (Tartaros\_SoundDesign\Voices)

- (**SFX\_Voices\_BuildingConstruct**): This Sound appear when a building is created by the player
- (**SFX\_Voices\_Orders\_Attack**): This sound appears when the player give the order to attack to a unit (RightClick on ennemy)
- (**SFX\_Voices\_Orders\_Move\_1**): (**LIST 1 to 4**) This sound appears when the player give the order to move to a unit (RightClick on ground)
- (**SFX\_Voices\_Orders\_MoveAttack**): This sound appears when the player give the order to move ATTACK to a unit
- (**SFX\_Voices\_Orders\_Patrol**): This sound appears when the player give the order to Patrol to a unit
- (**SFX\_Voices\_PlayerAttacked**): This sound appears when the player is attacked by the ennemy (Cooldown 30sec between each of this sound)
- (**SFX\_Voices\_RallyPoint**): This sound appears when the player place a rallypoint at the Military Camp
- (**SFX\_Voices\_UnitSelected**): (**LIST 1 to 3**) This sound appears when the player select units

## Ambiances: (Tartaros\_SoundDesign\Ambiance)

Two files are here one for battles sounds (when units are fighting)

and General (Global environment SFX **PRIORITY ULTRA LOW**)

### BATTLE File :

- (**SFX\_Ambiance\_Battle\_ArcherAttack\_1**): (**LIST 1 to 4**) This sound appear when an archer attack
- (**SFX\_Ambiance\_Battle\_ArcherDead\_1**): (**LIST 1 to 2**) This sound appears when an archer die
- (**SFX\_Ambiance\_Battle\_HopliteAttack\_1**): (**LIST 1 to 2**) This sound appears when an hoplite attack
- (**SFX\_Ambiance\_Battle\_HopliteDead\_1**): (**LIST 1 to 2**) This sound appears when an hoplite die

(SFX\_Ambiance\_Battle\_HopliteDead\_1): (LIST 1 to 2) This sound appears when an hoplite die

- (**SFX\_Ambiance\_Battle\_LargeBattle**): This sound appear when an big battle is engaged if many units are attacking each other this sound appear and repeat itself until the end of the battle
- (**SFX\_Ambiance\_Battle\_TowerAttack\_1**): (**LIST 1 to 2**) This sound appear when a Tower attack

## GENERAL File NO PRIORITY:

- (**SFX\_Ambiance\_General\_Daytime**): This sound is a global sound use to add sound to the environment (very low volume sound)
- (**SFX\_Ambiance\_General\_Ocean**): This sound is placed near large water to add sfx to the environment
- (**SFX\_Ambiance\_General\_Seagulls**): This sound is place near large water to add sfx to the environment
- (**SFX\_Ambiance\_General\_Temple**): This sound is place on the temple to add sfx to the environment
- (**SFX\_Ambiance\_General\_Ocean**): This sound is placed near small water area to add sfx to the environment
- (**SFX\_Ambiance\_General\_Wind\_1**): (**LIST 1 to 3**) This sound appear randomly in global sound to add sfx to the environment

## Music: (Tartaros\_SoundDesign\Music)

There are two types of music :

- Construction Phase : music when wave has not started yet (5 musics)
- Defend Phase : music when wave start (5 musics)

Those musics are randomly choose