Context: People have a tendency to ignore all those important lights on their car dashboard. The sounds I have created will give the driver information about the state of their car.

**Alerts:**
Medium: 8,0.5,,0.5,0.69,0.36,,0.305,,,,,,,,,-1,,-1,,,,,,0.505,,,,,,masterVolume,waveType

The Breaker wave has a pleasant tone that will alert the driver without frightening them by being so harsh. This will prevent any jerky movements in steering. The attack time is immediate to grab the driver's attention, sustained for a moderate amount of time, and has a slight decay. A slight punch was given to bend the frequency up. Sounds like a normal alert.

Low: 8,0.5,0.275,0.43,0.69,0.21,,0.21,,,,,,,,,-1,,-1,,,,,,0.085,0.375,,0.285,,,,masterVolume,waveType

The attack time was increased to ease the listener into the sound, and the sustain time was decreased. The frequency was also decreased, and a low pass filter was applied so only lower sounds can be played. Lower frequencies seem quieter to people, so it's less intrusive. A slight low-pass sweep was added to add a more musical feel to it.

High: 8,0.5,0.145,0.485,0.055,0.255,,0.32,,,0.01,0.11,0.395,0.23,,,-1,,-1,,,,,,0.5,,,,,,masterVolume

The main difference between the high and medium alert is the added vibrato depth and speed to the high priority. Humans are good at hearing changes in sound over time, the constant change that vibrato gives will keep a person's attention.

**Ambient:**
Medium:
4,0.5,0.605,0.725,0.57,0.64,,0.575,,,,,,,,,,,,,1,,,0.255,,,,masterVolume,waveType
A triangle wave was chosen for its robust, yet resonant qualities. I originally went for a pink wave to give it more of a "beach wave" sound that is relaxing, but decided that would not be the best choice due to driving sounds having a lot pink/white noise itself. Just adding to the madness would make it blend in. The attack and decay time where increased from the alerts. A moderate punch is given to bend the pitch to grab the driver's attention, but not distract them.

Low:4,0.5,0.64,0.75,,0.69,,0.33,,,,,,,,,,,,0.305,0.36,,,,,masterVolume
The attack and decay time were increased to make the sound subtler. I also decided to get rid of the punch to grab less attention. This sound also has a lower frequency and a lower low-pass filter for less intrusive frequencies. A slight low pass filter sweep as added to vary the filter to make it sound more musical.

High:4,0.5,0.605,0.725,0.87,0.64,0.11,0.575,,,0.07,,,,0.515,,,,,,,,,,1,,,0.485,,,,masterVolume,waveType

The high ambient was given a high punch value to give it more "pop". Compression was added to make the sound stand out more, which will make it sound louder to the driver. The delta slide was increased to accelerate the frequency change, which ultimately bends the pitch upwards. The high-pass filter was increased so higher frequencies can be heard; grabbing the driver's attention more.