Diegetic sound; Ambience, game character dialogue and sound effects of weapons etc. This helps with the immersion.

Audio which dictates clues can also be classed as diegetic, i.e. screams from behind so that the player knows that something is behind them. For our game, we could include wind effects coming from cracks in the walls to show something is behind them.

Non diegetic sound; Music which isn’t part of the narrative, only background noise.

Meta sound; A narration over the players actions, i.e. them breaking an obstacle and the narrator stating what has happened.

Spatial representations; This is when music changes according to where you go. I.e. going from a jungle to a ice location could change the instruments / sounds played as soon as you step into one. (Sparkle sound effects, wind, jingle sounds for the ice area).

Item collection and objective completion sounds will help the player know that they’ve done something positive. A little jingle for instance will make them realise something has happened.

Source;

<http://devmag.org.za/2012/04/19/video-game-audio-diegesis-theory-2/>