Group Project game sound effects (Week 2)

Currently as of week 2, the sound effects are a mixture of campy and realistic. Gives the idea of the player character basically filling in the blanks in their mind. Current sounds are short and basic but cover a variety. When the game concepts (for weapons and enemies) are ironed out a bit more, the sound effect will be updated. Files can be accessed via the reference list below or via the accompanying folders.

Title Screen (Main menu, Button presses)

Main background music (In the Hall of the Mountain King)

Secondary background sounds (Bar ambience prior to game start, people in the bar)

Weapon (Pick-up, Firing, Impact, Disposal of weapon). Difference sounds for the different weapons

Types of weapon (Banana gun, cats, fire hydrants, shuriken coasters, etc.)

Player Character (Walking, idle noises such as burps and hiccups)

Enemy Character (When hit with projectile)

Reference List

Bar/Pub ambience: <https://freesound.org/people/andriala/sounds/16198/> (Last accessed 06/02/2019)

Bottle clink: <https://freesound.org/people/Roxis_Boy/sounds/401620/> (Last accessed 06/02/2019)

Cat (Pickup/idle): <https://freesound.org/people/skymary/sounds/412017/> (Last accessed 06/02/2019)

Cat (Thrown): <https://freesound.org/people/InspectorJ/sounds/415209/> (Last accessed 06/02/2019)

Enemy (Defeated): <https://freesound.org/people/qubodup/sounds/222373/> (Last accessed 06/02/2019)

Enemy (Movement): <https://freesound.org/people/cmusounddesign/sounds/85188/> (Last accessed 06/02/2019)

Enemy (Spawn): <https://freesound.org/people/Gniffelbaf/sounds/82130/> (Last accessed 06/02/2019)

Explosion: <https://freesound.org/people/Iwiploppenisse/sounds/156031/> (Last accessed 06/02/2019)

Fire Hydrant: <https://freesound.org/people/Tomlija/sounds/110103/> (Last accessed 06/02/2019)

Footstep (light): <https://freesound.org/people/OwlStorm/sounds/151232/> (Last accessed 06/02/2019)

Glass Break: <https://freesound.org/people/unfa/sounds/221528/> (Last accessed 06/02/2019)

Grenade (Bounce): <https://freesound.org/people/Kyanite_/sounds/432912/> (Last accessed 06/02/2019)

Grenade (Launch): <https://freesound.org/people/singintime/sounds/170626/> (Last accessed 06/02/2019)

Keytar (Firing): <https://freesound.org/people/Jezzzzper/sounds/387389/> (Last accessed 06/02/2019)

Keytar (Pickup): <https://freesound.org/people/nabz871/sounds/315725/> (Last accessed 06/02/2019)

Party Blower: <https://freesound.org/people/dmjames/sounds/140095/> (Last accessed 06/02/2019)

Player Character (Burp): <https://freesound.org/people/AquaChannel/sounds/214451/> (Last accessed 06/02/2019)

Player Character (Hiccup): <https://freesound.org/people/Hephaestus/sounds/250140/> (Last accessed 06/02/2019)

Shuriken (Pickup)?: <https://freesound.org/people/Igor1998/sounds/391286/> (Last accessed 06/02/2019)

Shuriken (Throw): <https://freesound.org/people/Taira%20Komori/sounds/215009/> (Last accessed 06/02/2019)

Splash (Impact): <https://freesound.org/people/InspectorJ/sounds/352102/> (Last accessed 06/02/2019)

Splat (Impact): <https://freesound.org/people/Breviceps/sounds/445109/> (Last accessed 06/02/2019)

Thud (Impact): <https://freesound.org/people/Reitanna/sounds/332661/> (Last accessed 06/02/2019)

Trumpet (firing): <https://freesound.org/people/slothrop/sounds/48223/> (Last accessed 06/02/2019)

Trumpet (firing 2): <https://freesound.org/people/slothrop/sounds/48225/> (Last accessed 06/02/2019)

Trumpet (Pick up): <https://freesound.org/people/usinggarageband/sounds/152576/> (Last accessed 06/02/2019)

Umbrella (Firing v1): <https://freesound.org/people/EMSIarma/sounds/108852/> (Last accessed 06/02/2019)

Umbrella (Pickup) <https://freesound.org/people/Robinhood76/sounds/434181/> (Last accessed 06/02/2019)

Umbrella (Reload): <https://freesound.org/people/qubodup/sounds/442892/> (Last accessed 06/02/2019)

Water (Impact): <https://freesound.org/people/Mafon2/sounds/371274/> (Last accessed 06/02/2019)

Weapon Pickup/“Reload”: <https://freesound.org/people/duckduckpony/sounds/204020/> (Last accessed 06/02/2019)

Whoosh (Weapon thrown): <https://freesound.org/people/qubodup/sounds/60013/> (Last accessed 06/02/2019)