**All files are in .ogg format**

**Audio**

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| **File Name** | **File Description** | **Category** | **Duration** | **Trigger Event** |
| Minigun\_fire | Gun shot-50cal | gun | 00:00:01 | Player has miniGun as current weapon and pressed spacebar |
| Game\_start | Are you ready | Misc | 00:00:02 | Game start |
| Menu\_music | Menu music | music | 00:00:11 | Menu open |
| Pickup | Beep | Misc | 00:00:00 | Player runs over pickup |
| Menu\_button\_selection\_hover | High pitch beep | Misc | 00:00:00 | Player is hovering over a menu button |
| Boss\_music | Boss music | music | 00:00:14 | Player is in boss room |
| Health\_low | Two beeps | Misc | 00:00:00 | Players health drops below critical |
| Key\_pickup | Squeaky beep | Pickup | 00:00:00 | Player picks up key |
| Super\_jump | Mechanical/piston sound | Ability | 00:00:01 | Player uses super jump |
| Shop\_purchase | Low pitch beep | Misc | 00:00:00 | Player purchases item from store |
| Background\_music1 | Background music | Music | 00:00:08 | Music plays while player is in game |
| Electricity | Arcing electric | Misc | 00:00:00 |  |
| Elevator\_up | Elevator | Elevator | 00:00:02 | Player gets on the verticle elevator |
| Elevator\_sideways | Elevator | Elevator | 00:00:07 | Player gets on the horizontal elevator |
| Level\_up | Level up | Misc | 00:00:03 | Player levels up |
| Boss\_death | Explosion | Misc | 00:00:01 | Player kills boss |
| Walking | Foot step | Walking | 00:00:00 | Player moves |
| Landing | Landing | Misc | 00:00:00 | Player lands |
| Damage\_taken | Hurt | Hurt | 00:00:00 | Player gets hit by enemy |
| Damage\_taken2 | Hurt | Hurt | 00:00:00 | Player gets hit by enemy |
| Credits | Background music | Music | 00:00:15 | Plays when the credits are rolling |
| Shield\_down | Shield | Shield | 00:00:02 | Plays when the players shield is depleted |
| Laser\_rifle | Laser | Gun | 00:00:00 | Player has Laser Rifle as current weapon and pressed spacebar |
| Teleport\_in | Teleporter | Teleporter | 00:00:00 | Player starts new level |
| Menu\_selection\_click | Menu Selection | Menu | 00:00:01 | When a menu button is selected |
| Boss\_missile | Missile | Gun | 00:00:00 | Boss fires projectile at the player |
| Shield\_added | Shield/Power up | Shield | 00:00:00 | Player gets a shield pickup |
| Boss\_missile\_collision | Rocket explosion | Gun | 00:00:02 | Boss’s projectile collides with something |
| Pistol | Pistol | Gun | 00:00:00 | Player has pistol as current weapon and pressed spacebar |
| Teleport\_out | Teleporter | Teleporter | 00:00:02 | Player finished level |
| Background\_music2 | Background music | Music | 00:00:15 | Music plays while player is in game |
| Background\_music3 | Background Music | Music | 00:00:15 | Music plays while player is in game |
| Boss\_death\_music | Credit music | music | 00:00:18 | Music plays when the boss is killed |
| Dash | Dash sound | Ability | 00:00:01 | Plays when the player uses the dash ability |
| Menu\_welcome | Welcome | Menu | 00:00:01 | Plays when the first menu screen opens |
| Player\_death | Death | Death | 00:00:01 | Plays when the players health = 0 |
| Jump | Jump | Misc | 00:00:00 | Plays when the player jumps |