

## **Cue Sheet**

Cue number#: 2

Version Number#: 1

Category of sound: SFX

Cue file name: EnemyNoise2

Level or scene (where + when in game:) Each Level

Cue length: 0:539 seconds

Cue description (how it is being used:) To indicate to player that an enemy unit is nearby (this sound will be EQ'd aggressively if unit is in another plane from Raven)

Starting + Ending points (triggers that cue/end sound:) Played at random intervals when within sphere of proximity to enemy ghoul unit. Also played potentially when touched by enemy unit? Cue will end itself.

Adaptive + Interactive elements: Proximity to unit triggers random-intervalled cueing of the sound.

Control Input (inputs for directly interactive sound e.g mouse1:) NONE

Additional notes to the programmer: I will provide a Wwise file which I can program to trigger the random aspects and live EQing of the sound. I believe you will need to create an event within Unity as a 'Sound Hook' for this. I will know about importing Wwise projects soon...