Cue Sheet

Cue number#: 6

Version Number#: 1

Category of sound: SFX

Cue file name: Jump2

Level or scene (where + when in game:) All Levels

Cue length: 0:274 seconds

Cue description (how it is being used:) Heard whenever player jumps

Starting + Ending points (triggers that cue/end sound:) Jump, ends itself

Adaptive + Interactive elements: Depending on which plane player is jumping within I will program Wwise to have different amounts of reverb to simulate the different space.

Control Input (inputs for directly interactive sound e.g mouse1:) Space Bar?

Additional notes to the programmer: This and 'Jump2' will alternate randomly or otherwise to avoid being too repetitive.