

Cue Sheet

Cue number#: 7

Version Number#: 1

Category of sound: SFX

Cue file name: Key

Level or scene (where + when in game:) Each with a Key I guess.

Cue length: 0:442 seconds

Cue description (how it is being used:) When player collects key, this noise indicates it has been collected.

Starting + Ending points (triggers that cue/end sound:) When player touches Key

Adaptive + Interactive elements: *^^^

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

Additional notes to the programmer: Once we have all the SFX loaded in and some music, I will do a bit of replacing here and there with remixed files, as the SFX will need to peek out and be heard against the score.