

## **Cue Sheet**

Cue number#: 4

Version Number#: 1

Category of sound: Music

Cue file name: MenuLoop

Level or scene (where + when in game:) Plays over Menu Screen

Cue length: 1:36 minutes

Cue description (how it is being used:) Loops over the menu screen

Starting + Ending points (triggers that cue/end sound:) When Menu Screen opens first playing the game before pressing key to begin. Depending on what player will see after pressing key to begin the game cue could either continue until level starts (and we crossfade to another musical track,) or it could simply fade out.

Adaptive + Interactive elements: NONE

Control Input (inputs for directly interactive sound e.g mouse1:) Player hitting key to begin the game either Cues fade out of the track, or a crossfade into the next track? Discuss.

Additional notes to the programmer: If you like it might not be a bad idea to have this track looping throughout the game in the meantime as a placeholder for all of the music?

As it loops cleanly and has no interactive elements it is something you could just have playing without an imported Wwise project and could serve as context for one of our Wednesday hand ins?

I hope that these help provide an overall picture of how the sound in the game will function, let me know if you want fewer/more sections in these Cue Sheets.

