Sound Master List

Music

* Options: 3 themes, 1 for each plane OR 1 theme with 3 variations

(Stuart: Likely pieces of music: Menu theme, Intro, Ending, Section1, Section2, Section3 + 6 transitions [S1toS2, S1toS3, S2toS1, S2toS3, S3toS1, S3toS2] Intro and Ending estimated to be short [a few seconds] with Sections 1, 2 and 3 being roughly 30seconds each. Transition[s] length will be dependent on the mechanic’s visuals once confirmed, but I estimate will be very short musical segments. The menu theme may only be 1-2minutes, more there for flavour.)

Sound FX

* Raven walking
* Raven jumping (woosh)
* Raven jumping with the Veil (more like a schloop)
* Raven teleporting with the Veil
* Talking (when text appears, go beep beep boop beep) could be cut into one very individual beep, to be triggered with the arrival of each letter very quickly? As opposed to the current lengthy loop.
* Raven dying (similar to teleporting)
* Ghoul noise (grunts, mostly)
* Ghost noise (whatever noise you think a ghost makes)
* Skeleton noise (bone wizzing through the air, landing)
* Acidic goop noise –Placeholder made, could be “stickier,” with a slower rate, and lower pitch?
* Picking up key noise
* Floor falling out
* Pushing a lever
* Giant stone structure rotating
* Victory sound

Will come up with more/detail more in the future!