Sound Master List

As I work on these sounds I’ll make notes in red.

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)
* 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
* 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!