Odd Space

Audio Bible

Chaotic Evil

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Índex

Introduction

Odd Space uses sound effects and music from the [Fresh Start Game Dev Assets Bundle](#) in [Humble Bundle](#).

Audio Style

The audios used are 8-bit style. The music is based on sea shanties and futuristic songs. Some instruments of the music are the ones old sailors used, like accordions, hurdy gurdies, drums, etc; and futuristic instruments like theremin and synthesizers.

Dialogues are white noise adapted to the text that the character is speaking, like the dialogues in [Undertale](#).

References

[Randy Dandy Oh](#)
[Drunken Sailor](#)
[The Sims 2 - Edge of Town](#)
["The Mutineer" - Among Us Space Shanty](#)
[Bojack Horseman - Opening Credits Theme Song](#)
[Futurama - Main Theme](#)
[Accordion Secret Boss Theme](#)
[Undertale Voice SFX](#)

Technical Guideline

Sounds

- Sounds (Fx) format: .wav
- The files are in their respective folder inside "output/assets/audio/fx"
- The sounds will appear from time to time or as feedback of an action.

Music

- Music format: .ogg
- The files are inside "output/assets/audio/music"
- The music will be in loop at its respective scene or event.

Audio Assets

Sound

Playable Character

PROP	SUBTYPE	ACTION	DESCRIPTION	NAME
PC	Metal	Steps	Steps in a metal surface	metal_steps
PC	Wood	Steps	Steps in a wood surface	wood_steps
PC	Stone	Steps	Steps in a stone surface	stone_steps
PC	Dirt	Steps	Steps in a dirt surface	dirt_steps
PC	Main Character	Death	Main character death	character_death
PC	Main Character	Attack	Main character attack cry	character_attack
PC	Old Man	Death	Old man death	old_man_death
PC	Old Man	Attack	Old man attack cry	old_man_attack
PC	Girl	Death	Girl death	girl_death
PC	Girl	Attack	Girl attack cry	girl_attack
PC	Character	Ability	All playable characters physical ability	characters_physical_ability
PC	Character	Ability	All playable characters spell ability	characters_spell_ability
PC	Character	Hit	All playable characters hit	characters_hit
PC	Character	Escape	All playable characters escape battle sound	characters_escape

Enemy

PROP	SUBTYPE	ACTION	DESCRIPTION	NAME
Pirate	Enemy	Appear	Pirate appear	pirate_appear
Pirate	Enemy	Attack	Pirate attack cry	pirate_attack
Rat	Enemy	Appear	Rat appear	rat_appear
Rat	Enemy	Attack	Rat attack cry	rat_attack
Bat	Enemy	Appear	Bat appear	bat_appear
Bat	Enemy	Attack	Bat attack cry	bat_attack
Drunk Customer	Enemy	Appear	Drunk customer appear	drunk_appear
Drunk Customer	Enemy	Attack	Drunk customer attack cry	drunk_attack
Captain Rat-eye	Enemy	Appear	Captain Rat-eye appear	captain_rat_appear
Captain Rat-eye	Enemy	Attack	Captain Rat-eye attack cry	captain_rat_attack
All enemies	Enemy	Death	All enemies death	enemy_death
All enemies	Enemy	Hit	All enemies hit	enemy_death
All enemies	Enemy	Ability	All enemies physical ability	enemy_physical_death
All enemies	Enemy	Ability	All enemies spell ability	enemy_spell_death

Interaction

PROP	SUBTYPE	ACTION	DESCRIPTION	NAME
UI	Menu	Hover Selection	Fx when you change between the options of the menu	hover_menu_fx
UI	Menu	Cancel	Fx when you cancel an action	cancelation_fx
UI	Menu	Selection	Fx when you select an action	selection_fx
Scene 1/2/4	Action	Door	Metal door	metal_door
Scene 3/3.2	Action	Door	Old wood door	wood_door
Scene 8/8.2	Action	Lever	Fx of the lever	lever_sound

Environment

PROP	SUBTYPE	ACTION	DESCRIPTION	NAME
General	Environment	Conversation	NPC talking	NPC_talking
General	Environment	Chest	Opening chest	opening_chest
Cutscene 1	Environment	Restaurant	Environment sounds of loud people in a restaurant	restaurant_sounds
Scene 1	Environment	Crowd	Environment sounds of crowd walking	crowd_sound
Cutscene 1	Environment	Buzz	Loud buzz	buzz_sound
Scene 3/3.2	Environment	Engine	Loud Engine	engine_sound
Scene 3/3.2	Environment	Rudder	Rudder rotating	rudder_sound
Scene 4	Environment	Light	Flicking light	flickling_light
Scene 5	Environment	Drunk	Drunk Gibberish	gibberish_sound
Scene 5	Environment	Drunk	Drunk Burp	burp_sound
Scene 6	Environment	Rocket	Rocket movement sound from the ship	rocket_sound
Scene 7	Environment	Wind	Wind blowing	wind_sound
Scene 7/8	Environment	Dungeon	Rat	rat_sound
Scene 7/8	Environment	Dungeon	Bat	bat_sound
Scene 8	Environment	Dungeon	Water drops	water_drops
Scene 8	Environment	Dungeon	Bones falling	bones_falling
Scene 8	Environment	Dungeon	Stone falling	stone_falling

Music

SCENE	SUBTYPE	ACTION	DESCRIPTION	NAME
Scene 1/2	Music	Big Boat	Big boat song	big_boat_theme
Scene 3/3.2	Music	Small Boat	Small boat song	small_boat_theme
Scene 4/5	Music	Canteen	Canteen/Bar song	canteen_theme
Scene 6	Music	General Map	General map song	map_theme
Scene 7/8/8.2	Music	Dungeon	Dungeon song	dungeon_theme
Scene 8	Music	Boss	Boss song	boss_theme
Battle	Music	Encounter	Music that plays when you encounter an enemy	start_theme
Battle	Music	Music	Music that plays during the battles	battle_theme
Battle	Music	Win	Music that plays when you win a battle	win_theme
Battle	Music	Lose	Music that plays when you lose a battle	lose_theme