Odd Space

Audio Bible

Chaotic Evil

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# Introduction

Odd Space uses sound effects and music from the [Fresh Start Game Dev Assets Bundle](https://es.humblebundle.com/software/fresh-start-game-dev-assets-software) in [Humble Bundle](https://es.humblebundle.com/).

# 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](https://store.steampowered.com/app/391540/Undertale/).

## References

[Randy Dandy Oh](https://youtu.be/XriL1z1xElE)

[Drunken Sailor](https://youtu.be/QAmKqy-Vz6c)

[The Sims 2 - Edge of Town](https://youtu.be/1VslefyBAp4)

["The Mutineer" - Among Us Space Shanty](https://soundcloud.com/jt_musicteam/the-mutineer-among-us-space-shanty)

[Bojack Horseman - Opening Credits Theme Song](https://www.youtube.com/watch?v=rQvIR1oL1vE&ab_channel=Netflix)

[Futurama - Main Theme](https://www.youtube.com/watch?v=Tz8HmN2uvuk&ab_channel=ChristopherTyng-Topic)

[Accordion Secret Boss Theme](https://youtu.be/h5wwMf31Afg)

[Undertale Voice SFX](https://www.youtube.com/watch?v=-HEhl8kq1rA)

# 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 |