Introduction

Wwise Adventure Game is a 3rd person 3D adventure game with a cartoonish style made with Unity to show the integration capabilities of Wwise in this engine.

You must put in the audio designer, composer and audio editor roles to create and integrate a brand new soundtrack and sound effects for the game. This document describes all the events and game syncs provided to Wwise so you can successfully fulfill this task.

No references are provided, as the original game can be played at any time and also the original Wwise project is available for further reference.

This document is updated to the **2023.1** version.

Last update: 2024-04-25

Events

General

Event Name	Description
Stop_All	Stop all sounds. Used in transitions between different levels and game states. Use a Stop All action for this one.

Ambient

The following events are triggered whenever the player character enters a given region. You can use them to transition between different ambience tracks. An image of each ambient is provided. It's advisable to play the game, so you can take a deepest look at the environments. No stop events needed.

Ambient events are posted whenever you reach the zone. In order to introduce and remove them progressively, a 30-unit attenuation setting is recommended.

Event Name	Reference
Ambient_Region_Cave	
Ambient_Region_Desert	

Ambient_Region_Dungeon		
Ambient_Region_PineForest		
Ambient_Region_Village		
Ambient_Region_Woodlands		

3D Emitters

In the scene there are different 3D positioned emitters, they should emit their own sounds. These are the names of the events:

Continuous (looped)

Event Name	Reference	
Ambient_Campfire_Play Ambient_Campfire_Stop		
Ambient_Crystal_Hum		
Ambient_Lava		
Ambient_River		

Ambient_Torch		
Ambient_Waterfall		
Ambient_Windmill		
Door_DLCdoor_Open_Play Door_DLCdoor_Open_Stop		
Music_ArcadeMachine_Play Music_ArcadeMachine_Stop		

One-shots (no loop, single one-shot sound per event)

Event Name	Reference
Ambient_WaterDrop	
Door_TempleDoor_Open_Play	

Destruction

The following events are thrown when an object is destroyed:

| Event Name	Reference
Destruction_Container	Wood containers found throughout the game
Destruction_Crystal_Destroy	Mineral crystals found in the cave
Destruction_Rock_Destroy	Rocks in the dungeon that block the access to some paths
Destruction_VolcanicBoulder_Impact	A boulder thrown by the desert's Vulcan impacting into the ground

Enemies

Evil Spit Plant

Event Name	Description
Enemy_EvilSpitPlant_ShootBullet	The plant shoots a bullet to the player
Enemy_EvilSpitPlant_Death_Headfall	The plant head falls before dying
Enemy_EvilSpitPlant_Charge	The plant gathers its power to shoot
Enemy_EvilSpitPlant_ShootLoop_Stop	The plant bullet trail is removed
Enemy_EvilSpitPlant_Bullet_NoImpact	The plant bullet is removed without impacting
Enemy_EvilSpitPlant_ShootLoop_Play	The plant bullet starts showing a trail
Enemy_EvilSpitPlant_Death	The plant is defeated
Enemy_EvilSpitPlant_Hurt	The plant gets damage
Enemy_EvilSpitPlant_Bullet_Impact	The plant bullet hits anything

Evil Crawler

Event Name	Description
Enemy_EvilCrawler_Hurt	The evil crawler gets damage
Enemy_EvilCrawler_Death	The evil crawler is defeated
Enemy_EvilCrawler_Movement	The evil crawler crawls over the floor
Enemy_EvilCrawler_Eat	The evil crawler bites
Enemy_EvilCrawler_Explode	The evil crawler explodes after dying

Evil Head
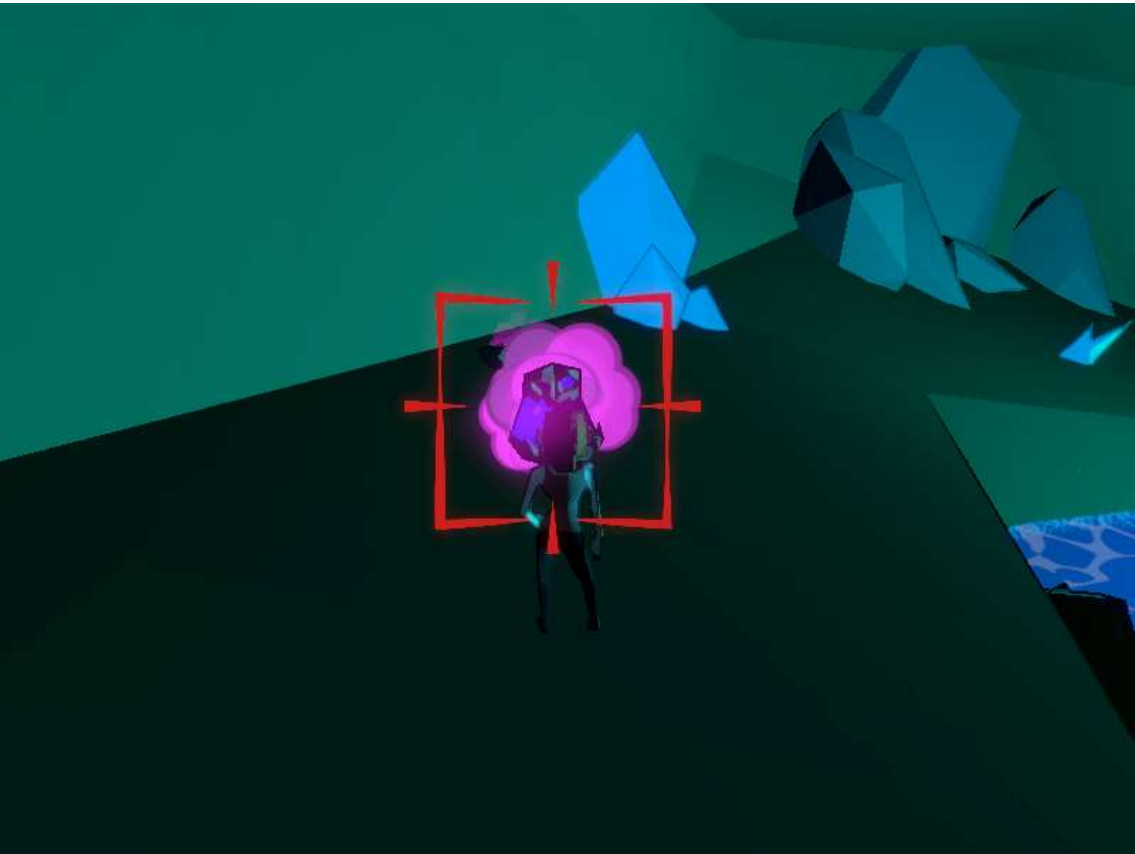
Event Name	Description
Enemy_EvilHead_Charge	The evil head moves towards the player
Enemy_EvilHead_Hover_Play	Start playing the evil head background loop
Enemy_EvilHead_Telegraph	The evil head prepares to move towards the player
Enemy_EvilHead_Hurt	The evil head gets hurt
Enemy_EvilHead_Death	The evil head is defeated
Enemy_EvilHead_Bite	The evil head bites
Enemy_EvilHead_SpawnerDestroy	The evil head spawning base is destroyed
Enemy_EvilHead_Hover_Stop	Stop playing the evil head background loop

Player

Event Name	Description
Player_Footstep	 The character puts her feet on the surface he walks or runs on. The player can move over different surface types. The surface type is reported using the **Surface_Type** switch. You might also want to use the **Player_MovementSpeed** parameter into account for this one.
Pickup_ItemType	 The player character picks up an item. The picked item's type is reported using the **Player_Pickup_ItemType** switch.
Pickup_Coins	 The player character picks up a coin.

Player_WeaponImpact	 The player character hits an enemy or a prop. The player can hit different types of enemies or props. The hit surface is reported using the **Surface_Type** switch. The currently selected weapon used is reported using the **Player_Weapon_Type** switch.
Player_WeaponSwing	 The player character swings her weapon. The currently selected weapon used is reported using the **Player_Weapon_Type** switch.
Player_Health	You can use this event if you want to implement a health SFX like the heartbeat one. Can be connected to the **Player_Health** game parameter.

Core

Event Name	Description
Magic_Charge	 A continuous sound that will rise in pitch and volume according to the **Magic_ChargeIntensity** parameter value. The player charges its attack to the Core.
Magic_Blast	 A charged magic blast is launched against the Core
Magic_Stop	Stop **Magic_Charge** loop

Magic_Blast_Impact	
	The magic blast impacts into the Core
Object_Rune_Charge_Play	
	The Wwizard is charging a rune. Looped sound.
Object_Rune_Charge_Stop	The Wwizard rune charging procedure is interrupted.
Destruction_Core_ShieldBreak	
	The Core Shield explodes after breaking it.

Destruction_Core_Explosion	
	The Core is destroyed. Have we won?
Ambient_Core_HorribleSound	
	Wait... do you hear that? That horrible sound?
	A 9.5 seconds sound that is the prelude for the Final Reveal
Ambient_Core_FinalReveal	
	No...no! We did not defeat the evil, we set it free!
	A 11 seconds sound that plays when the Evil is released: this is the Final Reveal, the player hasn't stopped Evil but has set if free instead!

UI

Menu

The Escape key shows the game menu during game. In this state, the game can send the following events:
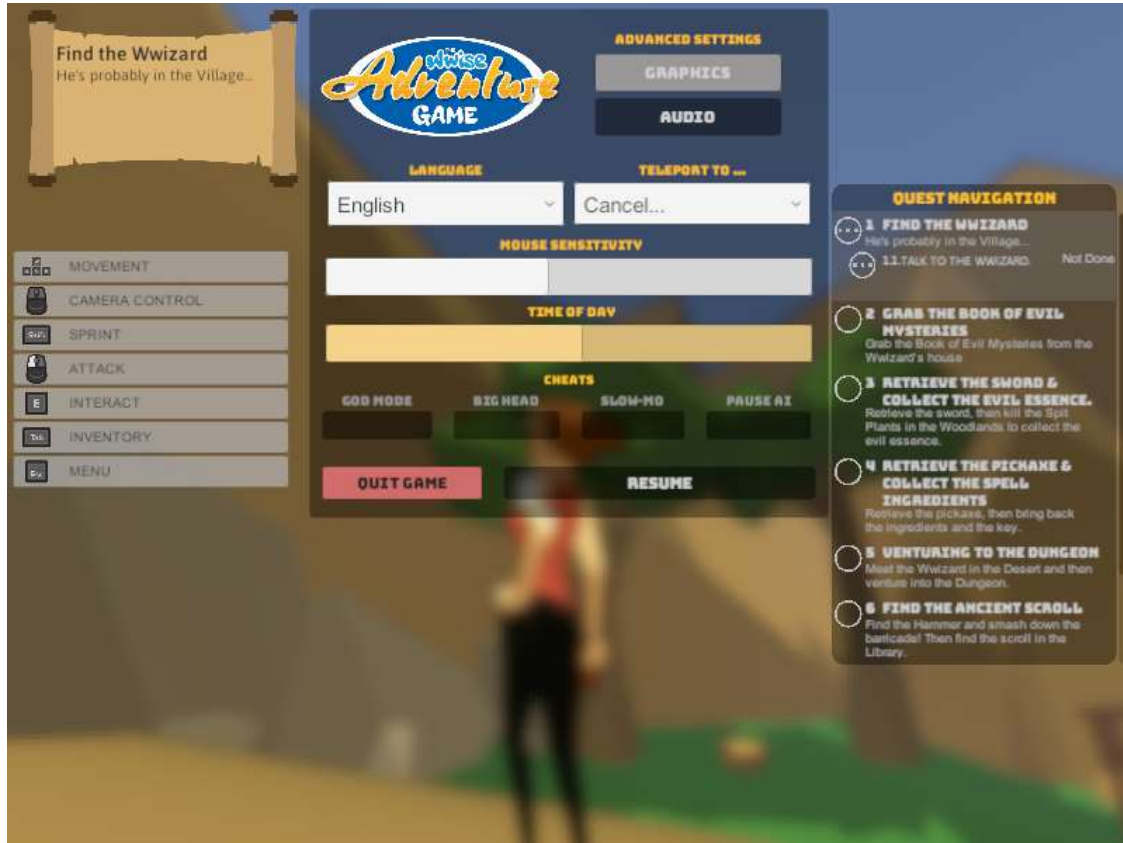
Event Name	Description
UI_Button_Down	The mouse pointer moves over any control.
UI_Button_Up	The mouse pointer moves over any control.
UI_Button_Enter	The mouse button is clicked over the background of a submenu.
UI_Button_Exit	The "back" button is clicked in a submenu.
UI_Menu_Pause	The pause menu is shown. The main window comes from above and the side windows zoom in from the sides.
UI_Menu_Resume	The pause menu is hidden. The main window hides up and the side windows zoom out.
UI_Menu_Select	An option is selected.
UI_Menu_Teleport	The user selects a zone and gets teleported there.

Inventory

The inventory is shown when the user press and holds the Tab key and is hidden when the user releases that key. Within the inventory, the user can choose different weapons using the left-right arrow buttons or the left-right arrow keys from the keyboard.

Event Name	Description
UI_Inventory_Open	The Tab key is pressed and the inventory is shown.
UI_Inventory_Close	The Tab key is released and the inventory is hidden.
UI_Inventory_Roll	The arrow buttons or keys are pressed and the selected weapon changes.

Quest Roll

The quest roll is a roll that shows up in the top left corner of the screen showing information about the quests in progress.

Event Name	Description
UI_QuestRoll_Show	The scroll appears moving down from above.
UI_QuestRoll_Open	Right after appearing, the scroll opens.
UI_QuestRoll_Close	After some time, the scroll closes.
UI_QuestRoll_Hide	Finally the scroll moves up and disappears.
Quest_Complete	Happens when you have completed a step of the current quest.
Quest_CompleteCollection	Happens when you have fully completed the current quest.

Switches

The following switches are also set to send more information about the events:

Switch Group	Switches		
Surface_Type *Used by footsteps and impacts*	Agent	?	?
	Barrel	Impact	
	Crate	Impact	
	Crystal	Impact	
	Dirt	Hammer/PickAxe	Footstep
	Enemy_EvilCrawler	Impact	
	Enemy_EvilHead	Impact	
	Enemy_EvilSpitPlant	Impact	
	Grass	Hammer/PickAxe	Footstep
	Leaves	Hammer/PickAxe	Footstep
	Metal	Impact	
	~~Rubble~~		Footstep
	Sand	Hammer/PickAxe	Footstep
	Stone	Impact	Footstep
	Water	Hammer/PickAxe	Footstep
	Wood	Impact	Footstep

Switch Group	Switches
Player_Pickup_ItemType *Used when player picks and item up*	Book CrystalShard Key EvilEssence PineCone Misc Mushroom

Switch Group	Switches
Player_Weapon_Type *Updated for weapon impacts and swings*	Axe Dagger Hammer PickAxe Sword

States

The following states are also set to send more information about the game state:

State Group	States
Music_Regions Updated according to the region	Cave Desert Dungeon Nowhere *(Training Area)* Silent Village Woodlands WwizardHouse

Game Parameters

The following parameters are also reported to the sound engine:

Game Parameter	Range	Description
CombatLevel	0-10	Combat engagement Level
Enemy_EvilHead_MovementSpeed	0-100	The Evil Head's speed
Enemy_Music_EvilCrawler	0-100	Distance to the closest Evil Crawler
Enemy_Music_EvilHead	0-100	Distance to the closest Evil Head
Enemy_Music_EviSpitPlant	0-100	Distance to the closest Evil Spit Plant *Watch out with the spelling of this parameter*
InMenu_LowPass	0-100	Used to alter audio while using the menu
MenuSlider_Master_Volume	0-100	Used to control the master volume
MenuSlider_Music_Volume	0-100	Used to control the music volume
Player_Health	0-100	The player's health
Player_MovementSpeed	0-100	The player's speed
Time_of_Day	0-24	The current time of day in hours
Magic_ChargeIntensity	0-100	The player's magic charge state facing the Core

Triggers

The following triggers are posted by the game:

Trigger	Meaning
Music_GetItem	The player gets a new weapon

Reverbs

The following auxiliary sends are used for real-time reverb processing. Names are mostly self-explanatory:

- Cave
- CaveEntrance
- Desert
- RoadToDesert
- PineForest
- PineForest_Hut
- RoadToPineForest
- Training
- Village
- WwizardHouse
- RoadToWoodlands
- Woodlands
- Dungeon_Core
- Dungeon_Entrance
- Dungeon_Forge
- Dungeon_Library
- Dungeon_Library_Statue
- Dungeon_MezzanineRoom
- Dungeon_MezzanineRoomEntrance
- Dungeon_PathToForge
- Dungeon_RoadToCore

Music

Event Name	Description
Music_TitleScreen	The Title Screen appears. The main screen is mostly static with minor animations like the adventuress idling and the Wwizard moving in background at random.
Music_Credits	Entered the Credits Sequence. It shows the game credits in a moving scene containing different elements present in the game.
Music_Region	Started the game. The music from now on is interactive and should change depending on different game parameters.

Voice Over

Adventuress

Our main character, the Adventuress, is a young female character.

Event Name	Description
Player_WeaponSwing	The player character swings her weapon
Player_Hurt_Vox	The player character is hurt by an enemy or enemy's projectile.

Wwizard

The Wwizard is an old male wizard. His voice should reveal its age, maybe even a bit weak sometimes. He's the mentor of the player. This NPC will provide the player quests and tell the background history for the game.

Event Name	Description
Wwizard_DialogueLine_Q1_1	Hello! Adventurer, you are just in time! Something has gone terribly wrong in the land of Allegro
Wwizard_DialogueLine_Q1_2	Our village has been struck by a plague of evil! This dark essence is consuming our beautiful vegetation, and poisonous plants have grown in their stead.
Wwizard_DialogueLine_Q1_3	Can you help me save Allegro Kingdom?

Event Name	Description
Wwizard_DialogueLine_Q2_1	I believe I have a book somewhere in my house that may help us clean this infestation.
Wwizard_DialogueLine_Q2_2	I remember placing it somewhere in the small room to the left of the entrance. Would you kindly retrieve it for me?
Wwizard_DialogueLine_Q2_3	Why can I not retrieve it myself? Well, if you must know, I have developed a crippling case of claustrophobia, and as you can see, my house is rather... small.

Event Name	Description
Wwizard_DialogueLine_Q3a_01	Magnificent! Let me see… Hmmm… Nothing here resembles our specific predicament. Clearly that would have been too easy!
Wwizard_DialogueLine_Q3a_02	This must be a new kind of evil that has not yet been documented...
Wwizard_DialogueLine_Q3a_03	To continue our research, can you collect a sample of this dark essence and return it to me?
Wwizard_DialogueLine_Q3a_04	I would clearly embark on this dangerous journey myself, but I fear my claustrophobia would rear its head.
Wwizard_DialogueLine_Q3a_05	Also, I am terrified of combat, evil, danger, monsters, and hearty exercise. Have fun!
Wwizard_DialogueLine_Q3a_06	Oh and one more thing! I have heard tales from the villagers that the corrupted plants can hurl poisonous venom at anyone who would pass! Be wary!
Wwizard_DialogueLine_Q3a_07	I see that you are armed with a wooden sword. Clearly, you need a sturdier weapon to venture on this quest.
Wwizard_DialogueLine_Q3a_08	Go see the Blacksmith, I believe that he will be able to make you a mighty blade.
Wwizard_DialogueLine_Q3a_09	Remember... the plants contain the pure form of the dark essence. You will need to hack, and possibly slash in order to obtain it.
Wwizard_DialogueLine_Q3a_10	When you retrieve your new weapon, venture over the bridge and into the Woodlands. There, you will find the evil!

Event Name	Description
Wwizard_DialogueLine_Q4a_01	How strange... We need to act immediately!
Wwizard_DialogueLine_Q4a_02	Ahhh...yes! I can design a spell that can indeed end this plague. I will need some ingredients, quickly!
Wwizard_DialogueLine_Q4a_03	Here is the list. Look for mushrooms and crystals in the cave.
Wwizard_DialogueLine_Q4a_04	I will also need a special key. If the heart of the evil is where I believe it to be, this will be invaluable.
Wwizard_DialogueLine_Q4a_05	I have an old cabin in the pine forest, you will find it there. Beware - the creatures you face will be more formidable!
Wwizard_DialogueLine_Q4a_06	To retrieve the crystals, you will need a pickaxe. Hacking at rocks and gems with your sword will only dull the blade. To the Blacksmith with you!

Event Name	Description
Wwizard_DialogueLine_Q5a_01	Ah! Perfect! This is exactly what we need for the spell! And you also found the key! Wonderful!
Wwizard_DialogueLine_Q5a_02	I believe the evil's source to be in an ancient dungeon within the desert.
Wwizard_DialogueLine_Q5a_03	It was sealed eons ago after dark rituals were performed there. This key shall grant us access.
Wwizard_DialogueLine_Q5a_04	There is only one item remaining, and that is a scroll on

	which to inscribe the spell.
Wwizard_DialogueLine_Q5a_05	However, for a spell this powerful, only the most ancient vellum will do.
Wwizard_DialogueLine_Q5a_06	I can only hope that within the dungeon, we will find what we need.
Wwizard_DialogueLine_Q5a_07	I will meet you there!
Wwizard_DialogueLine_Q5b_01	Good, you have arrived! Let us venture into the dungeon.
Wwizard_DialogueLine_Q5b_02	The most ancient scrolls should be located in a library within the dungeon.
Wwizard_DialogueLine_Q5b_03	Lead on, I will follow. Just a few steps behind. Where I will be safe...
Wwizard_DialogueLine_Q5b_04	The key from my cabin will unlock the Dungeon's entrance.

Event Name	Description
Wwizard_DialogueLine_Q6_01	Blast! The library's entrance has been blocked!
Wwizard_DialogueLine_Q6_02	These rocks have a strange energy about them. I doubt that your mundane pickaxe will have any effect. What to do... what to do...
Wwizard_DialogueLine_Q6_03	There! The hammer at the top of the stairs! I sense a magical force emanating from it!
Wwizard_DialogueLine_Q6_04	It should be strong enough to rid us of this blockade. Destroy the rocks and let us proceed into the Library!
Wwizard_DialogueLine_Q6_05	There must be an ancient scroll in here somewhere!

Event Name	Description
Wwizard_DialogueLine_Q7_01	Perfection! We have all that we need for the spell now. I will start preparations immediately!
Wwizard_DialogueLine_Q7_02	The darkest rituals were performed in a place known as the Forge. If any place is the source of this evil, that will be it.
Wwizard_DialogueLine_Q7_03	It is located deeper in the Dungeon, beyond this library.
Wwizard_DialogueLine_Q7_04	Onward to our final destination - your courage has lifted the chains of fear from me!

Event Name	Description
Wwizard_DialogueLine_Q8a_01	There! This is the source of the evil.
Wwizard_DialogueLine_Q8a_02	And as one would expect in a situation like this, it does seem to be protected by a mystical shield.
Wwizard_DialogueLine_Q8a_03	You will not be able to do anything until the spell is cast. Let us venture closer!
Wwizard_DialogueLine_Q8a_04	I must charge the rune first.
Wwizard_DialogueLine_Q8a_05	The final ingredient of the spell is the purest essence of courage and heroism, so only you can channel the energy and destroy the shield.
Wwizard_DialogueLine_Q8a_06	Go to the core when you are ready, and I will charge the

	rune!
Wwizard_DialogueLine_Q8b_01	Defend me! My incantations must not be interrupted!
Wwizard_DialogueLine_Q8b_02	You can cast the spell from the rune once it's charged
Wwizard_DialogueLine_Q8b_03	The spell is ready! To the rune and cast the spell to remove the shield!
Wwizard_DialogueLine_Q8b_04	The shield is more powerful than I imagined. I must charge the rune again!
Wwizard_DialogueLine_Q8b_05	It is ready! Cast the spell again, now!
Wwizard_DialogueLine_Q8b_06	The shield is weakened, but it still stands. One more blast from the spell should finish it! Focus all of your courage, all of your hope!
Wwizard_DialogueLine_Q8b_07	The rune is charged! Destroy the shield!
Wwizard_DialogueLine_Q8c_01	Amazing! The shield is destroyed!
Wwizard_DialogueLine_Q8c_02	You must now destroy the core before the magic can replenish itself! Strike the core with all of your might!
Wwizard_DialogueLine_Q8c_03	Strike the core before it is too late!
Wwizard_DialogueLine_Q8d_01	You did it! I can feel the evil energies fading. The darkness has been vanquished.
Wwizard_DialogueLine_Q8d_02	Wait... do you hear that? That horrible sound?
Wwizard_DialogueLine_Q8d_03	No... no! We did not defeat the evil, we set it free!

Blacksmith

The Blacksmith is a strong mid-aged male. His voice should be deep and confident. This NPC will eventually help the player character in quests 3 and 4.

Event Name	Description
Blacksmith_DialogueLine_Q3b_01	Greetings, Adventurer! I heard that you will be venturing into the Woodlands. Word travels fast in these parts.
Blacksmith_DialogueLine_Q3b_02	You had best be careful. I was there yesterday to gather wood for my smithy, and the dark plants had already taken root.
Blacksmith_DialogueLine_Q3b_03	Luck alone saved me. I may make implements of battle, but I am no warrior.
Blacksmith_DialogueLine_Q3b_04	As the evil sent a ball of venom my way, I turned to flee and my sword swung on my belt, deflecting the poison.
Blacksmith_DialogueLine_Q3b_05	With luck and precision, you may also be able to deflect them.

Event Name	Description
Blacksmith_DialogueLine_Q4b_01	Here you are Adventurer! One hearty pickaxe that has served me well when mining ore.

SoundBanks

Game assets must be packed in the following soundbanks.

Context

Soundbank Name	Events
Quest_01	Wwizard_DialogueLine_Q1_1
	Wwizard_DialogueLine_Q1_2
	Wwizard_DialogueLine_Q1_3
	Wwizard_DialogueLine_Q2_1
	Wwizard_DialogueLine_Q2_2
	Wwizard_DialogueLine_Q2_3
Quest_02	Wwizard_DialogueLine_Q1_1
	Wwizard_DialogueLine_Q1_2
	Wwizard_DialogueLine_Q1_3
	Wwizard_DialogueLine_Q2_1
	Wwizard_DialogueLine_Q2_2
	Wwizard_DialogueLine_Q2_3
Quest_03	Wwizard_DialogueLine_Q3a_01
	Wwizard_DialogueLine_Q3a_02
	Wwizard_DialogueLine_Q3a_03
	Wwizard_DialogueLine_Q3a_04
	Wwizard_DialogueLine_Q3a_05
	Wwizard_DialogueLine_Q3a_06
	Wwizard_DialogueLine_Q3a_07
	Wwizard_DialogueLine_Q3a_08
	Wwizard_DialogueLine_Q3a_09
	Wwizard_DialogueLine_Q3a_10
	Blacksmith_DialogueLine_Q3b_01
	Blacksmith_DialogueLine_Q3b_02
	Blacksmith_DialogueLine_Q3b_03
	Blacksmith_DialogueLine_Q3b_04
	Blacksmith_DialogueLine_Q3b_05
Quest_04	Wwizard_DialogueLine_Q4a_01
	Wwizard_DialogueLine_Q4a_02
	Wwizard_DialogueLine_Q4a_03
	Wwizard_DialogueLine_Q4a_04
	Wwizard_DialogueLine_Q4a_05
	Wwizard_DialogueLine_Q4a_06
	Blacksmith_DialogueLine_Q4b_01
Quest_05	Wwizard_DialogueLine_Q5a_01
	Wwizard_DialogueLine_Q5a_02
	Wwizard_DialogueLine_Q5a_03
	Wwizard_DialogueLine_Q5a_04
	Wwizard_DialogueLine_Q5a_05
	Wwizard_DialogueLine_Q5a_06
	Wwizard_DialogueLine_Q5a_07
	Wwizard_DialogueLine_Q5b_01
	Wwizard_DialogueLine_Q5b_02

	Wwizard_DialogueLine_Q5b_03
	Wwizard_DialogueLine_Q5b_04
Quest_06	Wwizard_DialogueLine_Q6_01
	Wwizard_DialogueLine_Q6_02
	Wwizard_DialogueLine_Q6_03
	Wwizard_DialogueLine_Q6_04
	Wwizard_DialogueLine_Q6_05
Quest_07	Wwizard_DialogueLine_Q7_01
	Wwizard_DialogueLine_Q7_02
	Wwizard_DialogueLine_Q7_03
	Wwizard_DialogueLine_Q7_04
	Wwizard_DialogueLine_Q8a_01
	Wwizard_DialogueLine_Q8a_02
	Wwizard_DialogueLine_Q8a_03
	Wwizard_DialogueLine_Q8a_04
	Wwizard_DialogueLine_Q8a_05
	Wwizard_DialogueLine_Q8a_06
Quest_08	Wwizard_DialogueLine_Q8b_01
	Wwizard_DialogueLine_Q8b_02
	Wwizard_DialogueLine_Q8b_03
	Wwizard_DialogueLine_Q8b_04
	Wwizard_DialogueLine_Q8b_05
	Wwizard_DialogueLine_Q8b_06
	Wwizard_DialogueLine_Q8b_07
	Wwizard_DialogueLine_Q8c_01
	Wwizard_DialogueLine_Q8c_02
	Wwizard_DialogueLine_Q8c_03
	Wwizard_DialogueLine_Q8d_01
	Wwizard_DialogueLine_Q8d_02
	Wwizard_DialogueLine_Q8d_03

General

Soundbank Name	Events
Credits	Music_Credits
TitleScreen	Music_TitleScreen
	Ambient_Region_Woodlands
	UI Generic
	UI Menu
General	EVERYTHING except content in Quests and Ambient soundbanks

Region

Soundbank Name	Events
Cave	Ambient_Region_Cave
	Ambient_WaterDrop
	Destruction_Crystal_Destroy
Desert	Ambient_Region_Desert
	Destruction_VolcanicBoulder_Impact

Dungeon	Ambient_Region_Dungeon
	Destruction_Rock_Destroy
PineForest	Ambient_Region_PineForest
Village	Ambient_Region_Village
	Ambient_River
	Ambient_Windmill
Woodlands	Ambient_Region_Woodlands
	Ambient_Waterfall

Soundbank Locations

MacOS

You must right-click the WwiseAdventureGame and select **Show package contents**. The path inside the package is:

Contents > Resources > Data > StreamingAssets > Audio > GeneratedSoundBanks > Mac

Windows

Typically you'll find the Wwise Adventure Game folder in

C:\Program Files (x86)\Audiokinetic\Wwise Adventure Game ????.?.?.????\WwiseAdventureGame

The ????.?.?.???? version number might differ depending on your installed Wwise version. Within that folder, the path is:

WwiseAdventureGame_Data > StreamingAssets > Audio > GeneratedSoundBanks > Windows