

Audio List for Shell Dash

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A. Music:

- (1) Menu pages, loading screen, user info pages and In Game music: approx. 1 minute loopable.

Filename: Shell Dash Music.wav

B. Sound Design:

- (1) UI sounds for menu pages:

a. General select/click sound. (Two minutely different versions provided to programme in such a way that one is randomly selected.)

Filename: select_1.mp3, select_2.mp3

b. 'Begin' button sound.

Filename: begin_game.mp3

c. General 'go back' sound. (Two minutely different versions provided to programme in such a way that one is randomly selected.)

Filename: back_1.mp3, back_2.mp3

- (2) In Game sound design elements:

a. Race Begin Countdown Timer and car idling sound and car accelerate sound. Loopable. To be looped after end of file to loop back to the 9th second (00:09) of the audio file. As long as no obstacle is being hit, this can continue playing on loop.

Filename: car_idle_accelerate_loop.wav

b. Car pick up mineral oil sound.

Filename: mineral_oil_pickup.mp3

c. Car pickup Shell Helix Ultra Fuel sound.

Filename: shell_helix_pickup.mp3

d. Car hit obstacle sound.

Filename: obstacle_hit.mp3

e. Race completion sound.

Filename: race_complete.mp3

f. Voucher unlocked sound.

Filename: voucher_unlocked.mp3

All the loopable files are to be used in .wav format as provided, as the looping isn't smooth if they are .mp3 files.