MUSIC

Currently, we want the soundtrack to be fast paced and upbeat, retro futurism with some apocalyptic elements, maybe having some slower sections in the songs?

Soundtrack Inspirations:
- https://youtu.be/MEtdyn2QEzA?si=Db-VR1jFouBgFjqs
- https://youtu.be/-QZzmMEOedk?si=7aJmFRLSenU1O9yF
- https://youtu.be/FNQu3O1C4Pw?si=6nVpYn-g_fn92J4F
- https://youtu.be/o53R0CivPmw?si=wPMCv4Z1HIIXgff8
- https://www.youtube.com/watch?v=103F1YbbSv0&list=PLLDf8Bnp1K1KJK4Rv2dsW5m9DPGQEOLJk&index=8
- https://www.youtube.com/watch?v=H1nRWknIW3o&list=PLemWHeG3pR08uFeZDxS7OsVG421xGsie8
- https://www.youtube.com/watch?v=sZ4BiODdSOk&list=PLh4eQNxuNUuitDTVxPQIjTMDFjKoBo_XE&index=6 https://www.youtube.com/watch?v=nXUYOqRi7lo

want to go for something less synthy

Sound Assets (SFX & Music)					
ASSET LIST	**PRIORITY**	**NOTES**	**File Name**	**JAYS NOTES**	**DONE**
SYNC					
Railgun release before charge	Medium	Abrupt powering down sound for the gun			☐
Railgun Charge 1 Shot w/ cooldown	High	Hit scan laser shot	Snipe_Shot		☑
Railgun Charge 2 Shot w/cooldown	Medium	Hit scan laser shot, high intensity with a thicker more powerful sound	Large_Shot		☑
Railgun Charging	Medium	Sound playing while charging (like a siren inclining in pitch)	Railgun_Long_Charge		☑
Railgun Charge 1 Reached	Medium	Sound played while charging as charge 1 is reached, like a positive notifying noise (overlay over railgun charging noise)	Railgun_Snipe_Shot_Charged		☑
Railgun (Max) Charge 2 Hold	High	Railgun sound after max charge is reached (some kind of positive buzz signaling its ready) https://www.youtube.com/watch?v=zV2vvEVR0H0 (Railgun firing sounds around 9:40)		IN PROGRESS	☐
Railgun Charge 1 Cooldown	Medium	**^ add this to the end of the charge 1 sho**t		IN PROGRESS	☐
Railgun Charge 2 Cooldown	Medium	**^ add this to the end of the charge 2 shot**		IN PROGRESS	☐
Railgun Hit Enemy	High	Laser hitting a hollow metal enemy. A few variations of this one. Maybe have some subtle enemy painful reaction noises? Needs to feel satisfying	Enemy_Shot & Ecco_Shot	IN PROGRESS	☐
Sync Footsteps	Medium	Human footsteps.			☑
Sync Death	High	Quick human painful scream.	Sync_Damage_Concept	Placeholders Created	☑
Sync Damage Taken	High	Quick human groan	Sync_Damage_Concept	Placeholders Created	☑
ECCO					☐

Ecco Driving (Speed 1)	High	Tire treads on a metal floor, less traditional car like (https://www.youtube.com/watch?v=qmUZpWbUG8s ref) something like the wall-e moving sounds, without the robotic machinery moving sounds.	Ecco_Moving_Long	I think for the programers it might be easier to send one consistent tone they can transpose up as needed	☑
Ecco Increased Speed Driving (Speed 2)	Medium	Driving sound when driving at higher speeds - make last one faster.	^^^^^^	^^^^^^	☐
Ecco Increased Speed Driving (Speed 3)	Low	Driving sound when driving at higher speeds - make last one faster again.	^^^^^^	^^^^^^	☐
Ecco Boost Ability	High	A speed increase (powerful whooshy sound effect)	Ecco_Dash		☑
Ecco Enemy Hit	High	Metal colliding with hollow metal, forceful. (This will scale up power/volume dependent on speed ecco collides with enemy)	Ecco_Ram_Enemy_Kill & Ecco_Ram_Enemy_NO_Kill	These sounds wont have any robot noises cause they will be added in the enemy section below. It will purely be metal on metal noises.	☑
Ecco Obstacle Hit	Medium	Ecco drives into a wall, similar to driving into a bollard but less disencouraging	Enemy_Killed		☐
Ecco Death	High	Robot powering down	Ecco_Dying		☑
Ecco Damage Taken	High	Metal being hit by metal robot punch	Enemy_Shot & Ecco_Shot		☑

ENEMY

Enemy Death	High	Enemy powering down, sounding like machinery short circuiting or collapsing		IN PROGRESS	☑
Enemy Random Noises	Low	Roger roger	Enemy_Hit_Speech		☐
Enemy Explosion	Medium	Enemy exploding			☐

Enemy Ranged Shot	Medium	A distinctively different sound from Sync shooting railgun. They will shoot laser like bolts (https://www.youtube.com/watch?v=Ox_wC-xEgM0, check bots shooting at 1:40) Something to keep in mind when designing for each character and the enemy (enemies can sound similar), make them very **distinctly** different.			☐
Enemy Ranged Charging	Low	Plays when the enemy starts charging before a shot, some subtle build up just to hint the player the enemy is about to fire			☐
Enemy Knocked back	Low	Metal being knocked at a highimpact and moving a short distance away			☐
MISC					☐
Bollard Activate	Medium	Machinery rising			☐
Bollard Deactivate	Medium	Machinery lowering			
Door Open	Medium	Metal sliding door opening			☐
Pressure Plate Stand On	High	Metal plate activating a switch and sinking into the ground.			☐
Healing Ability Activate	High	A positive, comforting sounding noise. (in game this will be a connection between the players) maybe some sort of warm sounding energy connection with staticy noises?	Heal_Ability_Quick & Heal_Ability_Long		☑
Healing Ability Fail (On Cooldown)	Medium	Healing ability attempted to be used while on cooldown, a negative buzz sound. (Negative reinforcement)	Ability_On_Cooldown		☑
Healing Ability Fail (Out of Range)	Low	Healing ability attempted to be used but characters are out of range, similar to last how ever varied (Negative reinforcement)	Ability_On_Cooldown_Alt		☑
Healing Ability Deactivate	High	Healing ability deactivates from either time or moving out of range (could use the same sound) End of the comforting sound, might be easier to just make as part of the ability sound.	Ability_On_Cooldown		☑
UI					☐
UI Button Press	Medium	Could make the UI sounds all sort of subtly engineer/tool based as sync is			☐

ASSET LIST	PRIORITY	NOTES		FILE NAME	DONE
		meant to be a scrappy mechanic? Have fun with these ones experiment			
Pause Open	Low	Could make the UI sounds all sort of subtly engineer/tool based as sync is meant to be a scrappy mechanic? Have fun with these ones experiment			☐
Pause Close	Low	Could make the UI sounds all sort of subtly engineer/tool based as sync is meant to be a scrappy mechanic? Have fun with these ones experiment			☐
UI Back	Low	Could make the UI sounds all sort of subtly engineer/tool based as sync is meant to be a scrappy mechanic? Have fun with these ones experiment			☐

Sound Assets (Music/Ambience)

ASSET LIST	PRIORITY	NOTES		FILE NAME	DONE
Main Menu Music	Low	Slower, apocalyptic more relaxing retro sci fic track. Not meant to feel actiony			☐
Backtrack 1	High	Similar to (think it was track 4 from engineer game) Apocalyptical lowkey synthy retro sci fi intense vibe		IN PROGRESS	☐
Backtrack 2	Medium	^ Same vibe different track		IN PROGRESS	☐