Soundguide

**A guide for talking about the sounds
&
things to consider when making the asset list for the audiodesigner**

workflow criteria:

the first step - non diagetic sounds and sounds that doesn't require a strict stylisation. The sounds that can be made immediately without too much concern about matching it with other assets, mechanics.

critical sounds - the most important sounds in the game. Make a priority list.

nice to have - the least important sounds. Only to be made if the critical sounds are done.

sound archetypes:

temporal sounds - Sounds where the duration and envelope is important. Sounds matching an animation. how long is the sound supposed to be? lets draw the envelope!

stylised sounds - Sounds that need to match a certain aesthetic. References are welcome.

repetition - Sounds that will play many times. Needs to be varied. How often will the sound trigger?

musical sounds - Sounds that are part of the music.

sounds will often fit more than one archetype, but use them to get an overview of which properties are important.