

README

Sound files 1 through 22 are very short, transient sound effects that you can use for impact sounds during the mini game. The player's device can play these sounds randomly each time they tap the screen.

Sound files avatar1 through avatar12 are a little longer in duration and can be used for an avatar's signature sound effect. Feel free to have them randomly assign to an avatar when selected, or you can pick out which sounds you think work best for each avatar.

Sound files that start with "laughter" are just some random laughing sounds and could be used in various scenarios.

"Round END" is the sound effect that can play whenever the background music cuts off to create a transition to the next scene. There can usually be a second or two of silence after it plays to help make the transition between two different background music files feel natural instead of awkward.

I recommend using "Tada simple" for winning a round and either "Tada" or "Tada with drumroll" (whatever works for how the scene is programmed) at the end of the game.