Untitled Deck Builder Audio Spec

This document is to outline any audio assets we need for our game, underneath you will find a table that will outline the assets that we need, a description which will describe when the sound will be used, a priority for each sound to give whoever works on these sounds a sense of importance of what needs to be finished first and a column to mark if the asset has been completed.

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| --- | --- | --- | --- |
| Name | Description | Priority | Completed |
| Fire spell travel audio | This file will be played when a fire spell is cast, primarily used for when the fire sprite is traveling to its target. | Med |  |
| Fire spell explosion audio | File will be used for when a fire spell has reached its target, explosion will need to emphasize the damage of the spell with the explosion. | Med |  |
| Arcane spell travel audio | Primarily used for any arcane spells upon cast and for travelling to its target. | High |  |
| Arcane spell explosion audio | Will be used for when arcane spells hit the target to emphasize the damage it is dealing. | High |  |
| Mana gained audio | Will be used for when the mage class uses a card to primarily gain mana. Will be played on a single loop. | High |  |
| Faith gained audio | Will be used for when the priest class uses a card to primarily gain faith. Will be played on a single loop. | High |  |
| Focus gained audio | Will be used for when the rogue class uses a card to primarily gain Focus. Will be played on a single loop. | High |  |
| Bloodlust gained audio | Will be used for when the Warrior class uses a card to primarily gain Bloodlust. Will be played on a single loop. | High |  |
| Overworld background music | Background music to be played in the overworld, this file will need to be looped as we don’t know how long a player will be interacting with this scene. | High |  |
| Town background Music | This file will be played when the player enters the town, asset will need be played on a loop because we don’t know how long the user will be in the town for. | Med |  |
| Menu Music | Music to be played on the menu for the game, will be required to loop as we don’t know how long players will navigate this scene for. | Med |  |
| Sword attack sound | Audio file played when the rogue/certain enemies use a physical damage card. | High |  |
| Sword aoe attack sound | Audio file played when the rogue/certain enemies play a physical damage type and does aoe, to represent a flurry of attacks being made. | High |  |
| Axe slash sound | Audio file played when the warrior/certain enemies plays a physical damage card | High |  |
| Axe aoe attack sound | Audio file to be played when the warrior/certain enemies plays a physical attack card that does aoe damage | High |  |
| Staff attack sound | Audio file to be played when the priest uses a physical attack | Low |  |
| Battle background music | Music to be played on loop when the players are in a battle encounter, music will need to be played on loop as we don’t know how long encounter will last for. | High |  |
| Heal sound | Audio file will be used when a unit uses a heal card, will be a single loop | High |  |
| Holy damage sound | File will be played when a unit uses a card that does holy damage | High |  |
| Footstep sound | Used for when the player is in the overworld walking on along the path, will need to be looped as the length of steps taken can vary | High |  |
| Generic death sound | A generic death sound we will be able to edit to create different death sounds for multiple classes/enemies. | High |  |
| Taunt shout sound | Audio will be played when the warrior/certain enemies plays a taunt card on a unit | High |  |
| Deck shuffle card sound | Audio file played when the player needs to shuffle their deck for more cards. | High |  |
| Card played sound | Played when the player plays a card, will be played on a single loop. | High |  |
| Purchase card sound | Sound will need to be played when the player purchases a card from their supply during an encounter. ` | High |  |