**Audio Asset List for OBJECT sounds:**

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| Audio Asset | Type | Format | Duration | Short Description |
| Machine Power Up | Sound Effect | WAV | 5 seconds | A short clip that progresses in volume, could be used for a machine turning on |
| Metal Hit 1 | Sound Effect | WAV | 1 second | Used for when metal objects (such as the Hydrant) get hit by players shooting |
| Metal Hit 2 | Sound Effect | WAV | 1 second | Used for when metal objects (such as the Hydrant) get hit by players shooting |
| Metal Hit 3 | Sound Effect | WAV | 1 second | Used for when metal objects (such as the Hydrant) get hit by players shooting |
| Metal Hit 4 | Sound Effect | WAV | 1 second | Used for when metal objects (such as the Hydrant) get hit by players shooting |
| Water\_Loop | Sound Effect | WAV | 9 seconds | Looping water for broken Fire Hydrant |
| Water\_Loop (Comical) | Sound Effect | WAV | 9 seconds | Looping water for broken Fire Hydrant (with an added effect that might work better with the visual style of the water) |