



## **WhatSoundsNice:** **Adventure Music & SFX – Asset List**

### **/Music/Loops**

<b>Track Name</b>	<b>Duration (mm:ss)</b>	<b>Size (MB)</b>
<i>status_quo_loop.wav</i>	00:52	2.3
<i>call_to_adventure_loop.wav</i>	02:14	5.4
<i>road_of_trials_loop.wav</i>	01:30	4.4
<i>crisis_loop.wav</i>	01:58	4.9
<i>resolution_loop.wav</i>	01:16	3.3

### **/Music/Showcase**

<b>Track Name</b>	<b>Duration (mm:ss)</b>	<b>Size (MB)</b>
<i>status_quo.wav</i>	01:36	4.2
<i>call_to_adventure.wav</i>	02:32	6.0
<i>road_of_trials.wav</i>	02:01	5.6
<i>crisis.wav</i>	02:15	5.5
<i>resolution.wav</i>	02:00	5.0

### **/SFX/Ambiences**

<b>Track Name</b>	<b>Duration (mm:ss)</b>	<b>Size (MB)</b>
<i>forest_loop.wav</i>	01:00	3.5
<i>rain_loop.wav</i>	01:00	2.5
<i>wind_loop.wav</i>	01:00	2.8

### **/SFX/One-Shots**

<b>Track Name</b>	<b>Duration (ms)</b>	<b>Size (KB)</b>
<i>coin01.wav</i>	11	1.8
<i>coin02.wav</i>	11	2.3
<i>coin03.wav</i>	11	3.4
<i>damage01.wav</i>	11	2.2
<i>damage02.wav</i>	11	2.1
<i>damage03.wav</i>	11	2.8
<i>explosion01.wav</i>	11	14.2
<i>explosion02.wav</i>	11	13.7
<i>explosion03.wav</i>	11	18.1
<i>interface01.wav</i>	11	2.0
<i>interface02.wav</i>	11	1.3
<i>interface03.wav</i>	11	2.6
<i>jump01.wav</i>	11	4.5
<i>jump02.wav</i>	11	5.3
<i>jump03.wav</i>	11	7.1
<i>lose01.wav</i>	11	11.3
<i>lose02.wav</i>	11	7.9

<i>lose03.wav</i>	11	10.5
<i>powerup01.wav</i>	11	8.6
<i>powerup02.wav</i>	11	7.1
<i>powerup03.wav</i>	11	7.2