**Committed: Audio Notes**

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| Scene | Description | Upcoming changes/ audio ideas |
| 1-1s | Walking into house, spots torch | Black at the beginning will be increase based on the duration of the voicemail! |
| 1s | Torch? |  |
| 1s-2-2s | Picks up torch, spots wallet |  |
| 2s | Wallet? |  |
| 2s-2.1-2.1s | Picks up wallet, photo slightly distorts, door swings open, you go upstairs | Distortion vfx to be added and will need tone and sounds |
| 2.1s | Left or Right |  |
| 2.1s-3-3s | Walk right, hear tap drip, spot dog lead |  |
| 3s | Tap drip or dog lead |  |
| 3s-3a-5-5s | Tap drip, hear monster run past and spot, next room |  |
| 3s-3b-5-5s | Check out dog lead, next room |  |
| 2.1s-4-4s | Walk along corridor, spot camera and open draw |  |
| 4s | Camera or draw? |  |
| 4s-4a-5-5s | Look at camera and spot a smash mirror, next room | Might be cool to have the sound of the creature and then the smashing glass when I look up from the camera? |
| 4s-4b-5-5s | Look into cupboard an find a drawing, door slams, next room |  |
| 5s | Drawing or painting? |  |
| 5s-5a-6-6s | Look at drawing, banging on door, walk down stairs |  |
| 5s-5b-6-6s | Look into painting, creature appears from painting. Walk down stairs. |  |
| 6s | Along corridor or into room? |  |
| 6s-7-7s | Move along corridor |  |
| 7s | Left room or right room? |  |
| 7s-7a-9-10s | Look at shoes, phone buzz |  |
| 7s-7b-9-10s | Look through death room, phoned buzz |  |
| 6s-8-8s | Move into right room |  |
| 8s | Floorboard or rope? |  |
| 8s-8a-9-10s | Look at shoes, phone buzz |  |
| 8s-8b-9-10s | Look through death room, phoned buzz |  |
| 10s | Enter basement? |  |
| 10s-10 | Walk down basement, hear stabbing, find Emma, creature makes a noise and you are chased out! You turn around and see the creature on your tail |  |
| 11s | Running down corridor, increase tension! |  |
| 11x | Running into wall tension peaks! Snapping chewing sound |  |
| 11y | Doesn’t make a decision tension peaks! Snapping chewing sound |  |
| 11z | Run up the stairs, run through door |  |
| 11zalt | Run up the stairs, run through door, Emma falls |  |
| 12s | Help or leave? |  |
| 12x | Go to help, pulled away. Tension peaks! Snapping chewing sound |  |
| 12y | Can’t decide, pulled away. Tension peaks! Snapping chewing sound |  |
| 12z | Runaway down the stairs |  |
| 13s | Do you save Emma or run? |  |
| 13y | You run away |  |
| 13z | You go back to save Emma and get tackled and die |  |