

PROJECT/ASSIGNMENT TITLE						
Type	Title	Starting Point (mm' ss'')	Description	Source		
Music	RetroLevel1Final	0'01 (Upon Level Start)	Music used during Level 1	Self Composed Using MuseScore, with the NESTri VST		
Sound Effects	WallHitFinal1	0'01 (Upon Wall Hit)	A sound that has a chance to be played when a wall is hit	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity		
Sound Effects	WallHitFinal2	0'01 (Upon Wall Hit)	A sound that has a chance to be played when a wall is hit	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity		
Sound Effects	ENemyHitFinal	0'01 (Upon Enemy Hit)	A sound that is played when an enemy is hit	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity		
Sound Effects	FallFinal	0'01 (Upon Falling)	A sound that is played when the player falls off a ledge	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity		
Sound Effects	CrackFinal	0'01 (Upon Landing from fall)	A sound that is played when the player dies to due fall damage	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity		
Sound Effects	SwirlingFinal	0'01 (Upon initiating spin)	A sound that is played when the player spins, due to taking a sharp turn or a short fall	Self Composed Using FamiTracker, modified EQ and light reverb in Audacity. Reaper was used to pan		
Sound Effects	FinalCrusher	0'01 (Upon Crusher fall)	A sound of the crusher hitting the level	Self composed using FamiTracker, and modified EQ and light reverb		
Sound Effects	FinalBlower	0'01 (Upon initiating spin)	A sound of the blower / vacuum turning on	Self composed using FamiTracker, and modified EQ, light reverb and pitch correction		

Music	StartUp	0'01 (Upon start)	Music that plays when the start button has been pressed	Self Composed Using FamiTracker		
Music	IntroMusic	0'01 (Upon Bootup)	Music that plays when the start button has been pressed	Self Composed Using BeepBox		
Music	VictoryMotif	0'01 (Upon Goal Touch)	Music that plays when the goal of the level has been reached	Self Composed Using BeepBox		