

Game Audio Design Documentation

I have modified the original game, the Lost Crypt sample 2D project created by Unity, to afford more opportunities for audio work. In addition to revising the game itself, I removed all of the original audio.

Many files, where noted, came from various authors at these sources:

The GameAudioGDC Bundle 2019
<https://sonniss.com/gameaudiogdc19/>

Philharmonia Sound Samples
<https://philharmonia.co.uk/resources/sound-samples/>

The individual sources are as follows:

Wind grass.wav
91 Wind_winter grass_2_MS stereo.wav
Game Audio GDC Bundle 2019

Wind building.wav
130975__brandonnyte__wailing-winds.wav
Author: BrandonNyte
<https://freesound.org/people/BrandonNyte/sounds/130975/>

Wind trees.wav
Windy storm with trees rustling and bird croaking.wav
Game Audio GDC Bundle 2019

Bird call A.wav, Bird call B.wav, Bird call C.wav, Bird call D.wav, Bird call E.wav, Bird call F.wav
SNW_06_Nature_Forest_Birds_Wind_Early Morning_Spring_Distant
Sea_Mediterranean_Grece.wav
Game Audio GDC Bundle 2019

Cricket song.wav
Jungle,Costa Rica,Morning,Insect Bed,Distant Bird Calls,Spaced AB,CMC6.wav
Game Audio GDC Bundle 2019

Cricket call.wav
05 Crickets_owls_summer night.wav
Game Audio GDC Bundle 2019

River water.wav
MS&R_072_River_Binaural.wav
Game Audio GDC Bundle 2019

Insect skitter A.wav, Insect skitter B.wav, Insect skitter C.wav
Cracker eating.wav
Richard S. Hetley

Insect call A.wav, Insect call B.wav
Bluezone_BC0249_086_organic_texture_insect.wav
Game Audio GDC Bundle 2019

Spirit hum.wav
SORCERY - DESIGNED - MAGIC BLACK Summon Necromancer.wav
Game Audio GDC Bundle 2019

Spirit person A.wav, Spirit person B.wav
CREATURE GHOST Male, Whisper, Breathe, Language, Short, DRY 01.wav
Game Audio GDC Bundle 2019

Spirit weird A.wav, Spirit weird B.wav
INSTRU STRING Double Bass, Bowed, Harmonic, Low, Slide, Whale Call 01.wav
Game Audio GDC Bundle 2019

Spirit fox A.wav, Spirit fox B.wav
Dog_small_far_barking_echo-017.wav
Game Audio GDC Bundle 2019

Spirit fox C.wav
485009__inspectorj__fox-vocal-cry-distant-01.wav
"Fox, Vocal Cry, Distant, 01.wav" by InspectorJ (www.jshaw.co.uk) of Freesound.org
<https://freesound.org/people/InspectorJ/sounds/485009/>

Spirit giraffe A.wav, Spirit giraffe B.wav
35143__roubignolle__girafe-en-train-de-manger-amb-oiseaux.aiff
Author: roubignolle
<https://freesound.org/people/roubignolle/sounds/35143/>

Step grass.wav
HERO - CK - ARMOR Leather Walk.wav
Game Audio GDC Bundle 2019

And:
PM_SDNG_Single_Step_Footstep_46.wav
Game Audio GDC Bundle 2019

Step rock.wav, Jump rock.wav, Land rock.wav
PM_SDNG_Stereo_Walk_Seamless_Loop_1.wav
Game Audio GDC Bundle 2019

And:
235712__speedygonzo__footsteps-boots-on-tile.wav
Author: speedygonzo
<https://freesound.org/people/speedygonzo/sounds/235712/>

Jump grass.wav, Land grass.wav
S23_SFX_Footsteps_Extras_Doormat_Scrapes_01.wav
Game Audio GDC Bundle 2019

Wand cutscene.wav
Chinese-hand-cymbals__1_mezzo-forte_struck-together.mp3
Philharmonia

And:
325640__hourofmidnight__bell-ringing.wav
Author: Hourofmidnight
<https://freesound.org/people/Hourofmidnight/sounds/325640/>

And:
thunderstorm_distant_blackbirds_singing_1.wav
Game Audio GDC Bundle 2019

And:
Drone Short 01.wav
Game Audio GDC Bundle 2019

And:
PM_INT_HnT_130.wav
Game Audio GDC Bundle 2019

Time shift.wav
triangle__long_piano_struck-singly.mp3
Philharmonia

Menu open.wav
Plastic notebook.wav
Richard S. Hetley

Menu close.wav
Paper folder.wav
Richard S. Hetley

Menu button.wav
Computer cables.wav
Richard S. Hetley