# Sound Concept Doc – “The Night Watch”

Sources

**Online Tools:**

<https://audio.online-convert.com/convert-to-ogg>

online audio converter.

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| --- | --- |
| **Opening Title screen** | |
| **Music**  *(completed 03/11/2019)* | ~~Darker scary vibe:~~  [~~https://freesound.org/people/GeronimoGeronimo/sounds/338065/~~](https://freesound.org/people/GeronimoGeronimo/sounds/338065/)  *~~(lazy, kinda sad, a lift wasted in space, vibe)~~*  ~~Kevin MacLeod – Gymnopedie No 1~~  [~~https://incompetech.filmmusic.io/song/3837-gymnopedie-no-1/~~](https://incompetech.filmmusic.io/song/3837-gymnopedie-no-1/)  *(Subtle low key, uneasy)*  Kevin MacLeod – Lightless Dawn  <https://incompetech.filmmusic.io/song/3982-lightless-dawn/>   |  | | --- | | Music from https://filmmusic.io "Lightless Dawn" by Kevin MacLeod (https://incompetech.com) License: CC BY (http://creativecommons.org/licenses/by/4.0/) |   *Team feedback:*  *Paul M Lightless Dawn*  *Paul A Gymnopedie. (Paul M mentioned used a lot for other media.)* |
| **SFX**  **Up/down/select** | **‘**Rollover 6’  (from the Kenny UI audio pack).  <https://kenney.nl/assets/ui-audio> |
| **SFX**  **Confirm** | ‘click 3’  (from the Kenny UI audio pack).  <https://kenney.nl/assets/ui-audio> |
| **Game opening – intro script and console room** | |
| **Back ground music/sound**  **options** | ‘EngineRoomSteady.wav ‘  <https://freesound.org/people/zimbot/sounds/322054/>  ‘Space ship bridge loop’  <https://freesound.org/people/kaumodaki/sounds/245773/>  **(maybe find a couple more they can all loop one after another)** |
| **SFX**  **On mouse click through dialogue** | ‘Finger Tap 2\_4’  <https://freesound.org/people/JanzComposer/sounds/478282/> |
| **SFX**  **On mouse cover in dialogue choice boxes** | **‘**Rollover 6’ (from the Kenny UI audio pack).  <https://kenney.nl/assets/ui-audio> |
| **SFX**  **After “see? Everythings…”**  **(Just before Barry starts sliding out of frame after switching the console)**  **options** | ‘Windows 3.1 xylophone’  ‘Windows 95 boot’  ‘Windows XP boot’  <https://www.winhistory.de/more/winstart/winstart.htm.en>  ‘Error bleep 2’  <https://freesound.org/people/original_sound/sounds/372199/> |
| **Console Mini Game** | |
| **SFX**  **Dialogue puzzle events – barry out of airlock** | Barry  ‘oops.wav’  <https://freesound.org/people/WIM/sounds/9020/>  ‘Human-Man-Uh\_Oh.wav’  <https://freesound.org/people/DWOBoyle/sounds/144258/> |
| **SFX alarm airlock is open** | “warnng.wav”  <https://freesound.org/people/erkanozan/sounds/51752/> |
|  |  |
| **Console Mini Game** | |
| **SFX**  **While switching buttons** | ‘Switch2.ogg’  ‘Switch4.ogg’  ‘Switch17.ogg’  (from the Kenny UI audio pack).  <https://kenney.nl/assets/ui-audio>  Note: Many of the switch sounds in the Kenny UI could be appropriate. |
| **Screen completed (success)** | ‘Electro success sound’  <https://freesound.org/people/Mativve/sounds/391540/> |
| **Puzzle fail sound** | ‘Function fail’  <https://freesound.org/people/VincentM400/sounds/249616/> |
| **Console puzzle solved**  **(options)** | ‘Completed’  <https://freesound.org/people/jens.enk/sounds/434612/>  **‘**Windows 7 opening’  <https://www.winhistory.de/more/winstart/winstart.htm.en> |
| **Credits/outro?** | |
| **Music** | ‘Lobby time (very tongue in cheek)’  <https://incompetech.filmmusic.io/song/3986-lobby-time/>  ~~‘Flying Kerfuffle (silly and over the top)’~~  [~~https://incompetech.filmmusic.io/song/4660-flying-kerfuffle/~~](https://incompetech.filmmusic.io/song/4660-flying-kerfuffle/)  *Team feedback:*  *Lobby Time – Paul M.*  *Paul A – not really required.*  *Could possibly play over the final outro?* |