Back Yard Heroes - Audio asset list

Character 1 :(shy/soft-spoken/middle-high voice)

x -Arrow shot

x -Footsteps (boots/spurs/grass)

x -Groan/grunt when shooting

x -Jump (heavy)

x -Impact grunt

Character 2 :(taller/ deeper voice/ Brawler)

x -Footsteps (less heavy/sneakers/grass)

x -Punch (gloves)

x -grunt/groan when punching

x -Stomp (sonic boom/earth crackle)

x -Grunt when stomping

x -Jump (airy/realistic)

x -Cape flap

x -Impact grunt

Character 3 :(girl/stealthy/quiet)

x -Slashes/claws/scratchy

x -grunt/groan when attacking

x -Footsteps (really quiet/swift)

x -Clothing (gear rattle)

x -Jump (super airy/stealthy/ ear flop)

x -Smoke Bomb (air/sizzle)

x -Impact grunt

Enemy:

x -Whine/grunt when hit

xp -Sinister laugh

x -Footsteps

x -Swipe/hit (slap/smack)

x -Rock throw

xp -Dying moan/yell

x -Sword draw

x -Arrow impact hit

x -Ice Arrow Impact

x -Punch Impact

x -Slash impact

Misc.(ch 1 2 & 3)

x -Rock impact

x -yawn

Tower FX:

x -Tower placement

x -Tower Removal

x -Tower upgrade

x -Tower Rotate

x -Tower Atk – Laser

x -Tower Atk – Poison mist (air/sizzle)

Environment:

x -Health pick-up

x -Wrapper $

Ambiences:

p -Day background ambience

p -Night background ambience

Music:

x -Title screen music

-Level 1 amb music (base)

-lvl 1 - Elevated

-lvl 1 - Intense

-Level 2 amb music (base)

- lvl 2 - Elevated

- lvl 2 - Intense