

Milestone SoundFX

CS 470 - Game Development
SoundFX Document
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Group: 5

Group Name: Aqueduct Adventures

Stage 1:

- Blip (menu sound)
- Dismiss (menu sound)
- Valve (on switch)
- Water (flowing)

Stage 2:

- Pump (low whirring sound)

Stage 3:

- No new sounds

Stage 4:

- FIN (game completion victory fanfare)