

NAME	PLAY EVENT	STOP EVENT	IMPLEMENTATION STATUS	SOURCE	MONO/STEREO	LOOP?	TRIGGER	DESCRIPTION	AUTHOR NOTES	DEV NOTES
Peacekeeper Remix			NOT AUTHORED	Music		YES		General track and main theme of game: WIP titled "Peacekeeper"		
Ambient/Battle Track			NOT AUTHORED	Music		YES		Adaptive music track that plays in the background, then is overlaid with a more beat-heavy version when combat begins		
Boss Music Track			NOT AUTHORED	Music		YES		Music for our final boss fight		
Title Track			NOT AUTHORED	Music		YES		Track to be played over title screen: WIP titled "Chance of Rain"		
Player Footsteps			NOT AUTHORED	Player		YES		Variable audio that changes depending on the surface		
Player Jump			NOT AUTHORED	Player		NO		Sound of player pushing off the ground		
Hook Throw			NOT AUTHORED	Player		NO		The sound of the player throwing their hook: arm swoosh, hook flying through the air, etc.		
Chain Clink			NOT AUTHORED	Player		YES		The sound of the chain attached to the hook extending through the air: looped so it can play for any distance. A nice "clink clink clink" sound		
Hook Bounce			NOT AUTHORED	3D		NO		The sound of a thrown hook bouncing off a surface - should be a dull thud or "clink"		
Hook Tug			NOT AUTHORED	Player		NO		The sound of an empty hook being pulled back - a tug or a yank, very quick		
Chain Clink Return			NOT AUTHORED	Player		YES		The sound of the chain retracting to pull the hook back in - reversal of the chain clink		
Hook Hit			NOT AUTHORED	3D		NO		The sound of a hook successfully attaching to an enemy. Should be satisfying and informative, very weighty and attention-grabbing		
Hook Struggle			NOT AUTHORED	Player		YES		The sound of the chain being pulled by the player. Emphasizes the strain - the chain is being pulled, but something is resisting. Looped so it can be used for many different timings		
Hook Whip-Back			NOT AUTHORED	Player		NO		The sound of the struggle breaking when the player succeeds in a steal. Very satisfying, like a nice "pop"		
Weapon Snatch			NOT AUTHORED	Player		NO		The player's hand grabbing the weapon out of the air		
Grapple Chain			NOT AUTHORED	Player		YES		The sound of a player swinging from a grapple. Should focus around chain sounds - a little bit of strain/creaking		
Grapple Leap			NOT AUTHORED	Player		NO		The sound of the player leaping off a grapple swing. Should have some nice "oomph" to it, as the player takes a huge burst of speed		
Interceptor Charge			NOT AUTHORED	3D		YES		The sound of the Interceptor charging up. The Interceptor fires bubble-like projectiles: as it charges, it creates an energy bubble that grows in size. Should sound like futuristic machinery		
Interceptor Fire			NOT AUTHORED	3D		NO		The sound of the Interceptor releasing one of its projectiles. Nice and sci-fi, very "pew pew"		
Interceptor Explode			NOT AUTHORED	3D		NO		The Interceptor's bubbles have a unique explosion - these should sound like static and electricity		
Bulwark Fire			NOT AUTHORED	3D		NO		The Bulwark is a grenade launcher: grenades should come out of the barrel with a nice "thunk"		
Bulwark Grenade Land			NOT AUTHORED	3D		NO		Bulwark grenades should hit the ground with a nice "clunk," like heavy awkward objects		
Bulwark Wall Extend			NOT AUTHORED	3D		NO		The Bulwark's grenades extend as they land and then project a wall. This should sound very sci-fi, like a spaceship's shields being raised		
Bulwark Wall Bullet Absorb			NOT AUTHORED	3D		NO		Bullets should hit the Bulwark walls with a dull "thump" - something that communicates to the player that these bullets have been effectively blocked		
Bulwark Wall Retract			NOT AUTHORED	3D		NO		The walls only last a short time, and can break, and should make a nice "retracting" sound, the opposite of when the wall extends		
Pistol Fire			NOT AUTHORED	3D		NO		The pistol should have a nice satisfying single-gunshot sound, based off the firing of a Beretta 92FS pistol		
Hellfire Fire			NOT AUTHORED	3D		YES		Rapid-fire gunshots, loopable to apply to bursts of any length		
Stinger Fire			NOT AUTHORED	3D		NO		Sci-fi shooting sound, SUPER "pew pew." This is the "pew pew" gun		
Bullet Hit Wall			NOT AUTHORED	3D		NO		A general sound for when bullets hit the environment		
Bullet Hit Flesh			NOT AUTHORED	3D		NO		A unique sound for when bullets successfully hit enemy flesh		
Bullet Hit Armor			NOT AUTHORED	3D		NO		A unique sound for when bullets successfully hit enemy armor		

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