

Vacuum War Alpha Stage Audio List

4/2/2022

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Except where noted, the downloads available in these linked sites are uploaded to the Vacuum War GitHub repository. Navigate quickly through the list by searching the artist names. Choose from these downloads audio to program into the game.

Highlighted categories are ones that have been updated or added since the prototype phase.

SOUND EFFECTS:

Humming Air Vents–

(optional) [Freesound - "low_machine_hum.wav" by Foxicity](#)

[Freesound - "bathroom vent at work 7" by ChrisReierson](#)

[Freesound - "Thermostat Air Conditioner Hum WAV" by zach_ramirez](#)

[Freesound - "alley way at night.aif" by Walter Odington](#)

Removing Head–

(Velcro, also good for attaching) [Freesound - "Velcro_fast.aif" by tmkappelt](#)

(simple) <https://freesound.org/people/CJDeets/sounds/476741/> or

(optional alternative, not uploaded) <https://freesound.org/people/qubodup/sounds/158140/>

Attaching Head–

(simple) <https://freesound.org/people/j1987/sounds/107793/>

or

(optional alternative, not uploaded) <https://freesound.org/people/Bonniefan2004/sounds/571391/>

Vacuum—

(simple) <https://freesound.org/people/bennstir/sounds/81574/> or

(optional switch on and off, not uploaded)

<https://freesound.org/people/InspectorJ/sounds/430632/>

(sucking sound) <https://freesound.org/people/alexm01/sounds/132562/>

Falling Packing Peanuts—

[Freesound - "Getting out of a ball pit" by pfranz](#)

(optional, not uploaded) [Freesound - "FOLEY PACKING PEANUTS IN CARDBOARD BOX 01.wav" by sengjinn](#)

Sucking Packing Peanuts—

[Freesound - "rs_polystyrene_handling_07.wav" by harveyjnz](#)

Shooting—

(simple) <https://freesound.org/people/Mrthenoronha/sounds/507137/> or

(optional spin up and cool down) https://freesound.org/people/Hybrid_V/sounds/320742/

Shooting on Empty—

Play this sound once per button push.

https://freesound.org/people/mikey_eff/sounds/97650/

Enemy Explosion (optional)—

This is an optional sound to use for enemies generally.

<https://freesound.org/people/ProjectsU012/sounds/341626/>

(optional alternative, not uploaded) <https://freesound.org/people/bevibeldesign/sounds/315826/>

Bullet Contact with Enemy—

If player projectile makes contact with the enemy without destroying it, make this sound.

<https://freesound.org/people/NoiseCollector/sounds/237439/>

Spawn Enemy—

[Freesound - "teleport.wav" by DExUS5](#)

[Freesound - "Player Spawned" by luminousfridge](#)

Small Dino—

[Freesound - "goblin chatter2.wav" by Fenodyrie](#)

(recoil when hit) [Freesound - "Goblin Scream.wav" by spookymodem](#)

(recoil when hit) [Freesound - "Goblin Death.wav" by spookymodem](#)

Nightmare Horse—

As a nightmare creature, it may be weightless. Consider adding no gallop noise.

(spawn) [Freesound - "Horse Whinny, Close, A.wav" by InspectorJ](#)

(destroy) [Freesound - "Horse " by madklown](#)

(optional gallop) [Freesound - "Single Horse Galopp" by D4XX](#)

Nightmare Owl—

(spawn) [Freesound - "lorenc_fx04_owl.wav" by monosfera](#)

(destroy) [Freesound - "02005 hawk one shot.wav" by Robinhood76](#)

(flap) [Freesound - "Wings2 byMondfisch89.ogg" by Yudena](#)

Boss Speaking—

As the final design for an optional boss is undetermined, this asset list is short.

[Freesound - "basvoice.wav" by vumseplutten1709](#)

MUSIC:

Main Menu—

(top choice) [Freesound - "Happy Night \(Loop\)" by SuperGamerSVK](#)

[Freesound - "Dreamy Kid's Show Melody " by SoundsExciting](#)

[Freesound - "Happy Loop #2" by danlucaz](#)

(eerie sci-fi) <https://freesound.org/people/Infinita08/sounds/458368/>

(too big to upload, applicable to outside concept art with pine trees) [Freesound - "Acoustic Happy Music.wav" by Evandro.Gomes](#)

Level 1 & Demo—

This music can be replaced by the main menu music.

(top choice) [Freesound - "Happy Day \(Loop\)" by SuperGamerSVK](#)

(opening reels and starting gameplay) [Freesound - "Death to SmoochyKit.aif" by JohnLaVine333](#)

(eerie sci-fi, file too big to upload) <https://freesound.org/people/OnlyTheGhosts/sounds/251802/>

Fail State (optional)—

Play after HP has been depleted.

(top choice) [Freesound - "Swan Lake, Tiny Keychain Music Box \(Loopable\).flac" by Rolly-SFX](#)

<https://freesound.org/people/jivatma07/sounds/173859/>

Victory State—

Play after all enemies are defeated after waves or upon game completion.

<https://freesound.org/people/xtrgamr/sounds/244536/>