

Vacuum War Prototype Audio Design Document

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SOUND EFFECTS:

Ambient Noise in Factory—

If this sound is not preferred, there are many other ambient sounds from which to choose.

(file too big to upload) <https://freesound.org/people/szegvari/sounds/580633/>

Junk pipe—

This design is one of the more complicated ones. We could combine these three sounds and experiment with speed and volume.

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

(falling metal pieces into junk heap) <https://freesound.org/people/1histori/sounds/412906/>

(optional falling pieces, not uploaded) <https://freesound.org/people/Pastabra/sounds/366148/>

Removing Head—

(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 gears and bolts–

This sound is more difficult to match than others. Perhaps combining different sounds and turning up the volume for some of them will make a sound we want.

(Tumbling Coins) <https://freesound.org/people/LuttoAudio/sounds/170240/>

(optional base sound, not uploaded) <https://freesound.org/people/Martin.Sadoux/sounds/417242/>

(optional clanging metal, not uploaded)

<https://freesound.org/people/zembacraftworks/sounds/428340/>

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—

<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/>

MUSIC:

Main Menu—

<https://freesound.org/people/Infinita08/sounds/458368/>

Level 1 & Demo—

This music can be replaced by the main menu music.

(file too big to upload) <https://freesound.org/people/OnlyTheGhosts/sounds/251802/>

Fail State—

Play after HP has been depleted.

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

Victory State–

Play after all enemies are defeated.

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