

THE DROP SOUND ASSET LIST

| MUSIC PRODUCTION | V1.0 | V2.0 | FINAL | FILE NAME | FILE DIR | INTEGRATION | COMMENTS |
|------------------------------------|------|------|-------|------------------|----------|-------------|--|
| LEVEL SPECIFIC MUSIC | | | | | | | |
| THE GRIND MUSIC 1 | | | | MUSIC.WAV | | | Simple, fast-pace and exciting when in gameplay. |
| UI | | | | | | | |
| MENU MUSIC | | | | MENU.WAV | | | Simple chamber music is played to help ease the player into the world of "The Grind". This music loops . |
| MOVE HIGHLIGHT UP AND DOWN | | | | HIGHLIGHT.WAV | | | This sound has an low drum.low ding hit. |
| CREDITS | | | | CREDITS.WAV | | | This is a mix Simple and fast pace music is played to during the ending credits. |
| SOUND DESIGN PRODUCTION | | | | | | | |
| | V1.0 | V2.0 | FINAL | | | INTEGRATION | |
| PLAYER OBJECT | | | | | | | |
| NEAR-MISS | | | | MISS.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| DODGE MULTIPLIER INCREASES 1 | | | | DODGE_INCR.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| ENEMY OBJECTS | | | | | | | |
| BIRD (CROW) | | | | | | | |
| CROW CALL | | | | BIRD_YELL.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| GRABS THE BOTTLE CAP | | | | BD_GRD.WAV | | | An grabing sound or the bottle cap being grabed. |
| MISSES THE BOTTLE CAP | | | | BD_MISS.WAV | | | The bird misses the bottle cap. |
| DRIVES DOWN | | | | BD_DRV.WAV | | | The bird Drives down towards the street. |
| PULLS UP | | | | BD_PUP.WAV | | | After the miss the Crow pulls up from the drive. |
| BETTERLES | | | | | | | |
| COLLIDE | | | | BETTERLE.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| BETTERLE FLAPPING IT WINGS | | | | BETTER_WINGS.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| BETTERLE WALKING ACROSS THE STREET | | | | BETTER_WALK.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| SEWER DRAINS | | | | | | | |
| HITS IT | | | | SEW_HIT.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| FALLS DOWN | | | | SEW_FAL.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |
| POTHOLES | | | | | | | |
| COLLIDES | | | | PH_COLI.WAV | | | This I will leave up to the you to come up with an interesting sound for this. |