

Name	
Team name	

Module 7 Audio Asset list

Use the following tables to list the audio assets you will need for your game.

You can add rows to each of the tables as needed.

Note that an example has been done for you.

Table 1: Required music assets

Scene	Description of required mood/feeling	Possible music tracks/atmospheric sounds (include source details)
Loading screen	Calm, sombre, slow	

Table 2: Required sound effects and voice recordings

Action/Speech	Description of properties and impact on gameplay	Possible sound effects/voice recordings (include source details)
Footsteps (grass)	Low impact, quiet, rustling	
Boss special fireball	Very high impact, loud and explosive	