Name	
Team name	

W1 P5 Audio Asset list

Sound effects		
What character or object will the sound be added to? e.g. 'Steve the cat'	**What sound effect will you use?** e.g. 'a trumpet'	**When will the effect happen?** e.g. 'When he bumps into walls'

Soundtracks	
What soundtrack? e.g. 'Saxophone loop'	**When will you use the soundtrack?** e.g. 'throughout level 1'

ACER