Descent

Sound

Descent is both frustrating and fun, the pressure is on and the temperature is rising. The game is somewhat sadistic but maintains a jovial, comical overtone. This game is meant to torment, to challenge, and to amuse players by maintaining a subtle sense of humour. It's hell!

SFX List

Menus/UI

Name	Type	Length	Style
Button Down	One-shot	~ ¼ sec.	?
Button Up	One-shot	~ ¼ sec.	?
BGM	Music, Looping	25+ sec.?	Foreboding, Metallic, Ashen, Guttural, Twangy
Good	One-shot	~ ½ sec.	Reassuring
Bad	One-shot	~ ½ sec.	Punitive

In-Game

Name	Type	Length	Style	Purpose/Notes
BGM Intro	Music, Played once	~30-100 sec.	Foreboding, Dangerous, Dark, Low, deep percussion	
BGM Main loop	Music, Looping	60-120 sec.	Hot, Dangerous, Thrilling*	
BGM Layer 1	Music, Looping	?		*I actually remembered that fmod has a way to fade different tracks in and out using variables. It may be a smart idea to construct the main BGM loop in layers that slowly fade in one after the

				other, based on score.
Hop	One-shot	~ ½ sec.	Custom FX	
Skid	One-shot	~ ½ sec.	bare feet on stone	
Land	One-shot	~ ¼ sec.	bare feet on stone	
Alien Hop 1	One-shot	~ ½ sec.	Remixed Vocal	
Alien Hop 2	One-shot	~ ½ sec.	Remixed Vocal	
Alien Hop 3	One-shot	~ ½ sec.	Remixed Vocal	
Alien Death 1	One-Shot	2 sec.	Remixed Vocal	
Alien Death 2	One-Shot	2 sec.	Remixed Vocal	
Alien Death 3	One-Shot	2 sec.	Remixed Vocal	
Alien Joy 1	One-Shot	2 sec.	Remixed Vocal	Possibly to be used when the game is started
Alien Joy 2	One-Shot	2 sec.	Remixed Vocal	
Alien Joy 3	One-Shot	2 sec.	Remixed Vocal	
Alien Celebration 1	One-Shot	2 sec.	Remixed Vocal	Upon successful completion of a level or stage, if this is something that we end up having time to include in the game.
Alien Celebration 2	One-Shot	2 sec.	Remixed Vocal	
Alien Celebration 3	One-Shot	2 sec.	Remixed Vocal	