The Feast of the Gods — Sound Asset List

VR theatre experience | Unreal Engine + FMOD | ACuTe project

Files Name	Event	Asset Name	Category	Type	Description	Trigger	Spatial (3D/2D)	Output (Headset/Plate)	Priority	Status
	Elevator									
amb_motor_rumble	ElevatorAmbience	Motor Rumble	Ambience	Loop	Low Frequencies Ambience Play in the background at all time	Scene Load	2D	Headset		Done
amb_cable_hum		Cable System Hum	Ambience	One-shot	Low Frequencies Ambience	Scene Load	2D	Headset		Done
amb_electric		Electrical Buzzing	Ambience	One-shot	High Frequencies Ocasional Misc Maybe happen randomise?	From 10 to 20 sec happen once	3D	Headset		Done
sfx_button_press	ElevatorButton	Button press (physical)	Interaction	One-shot	Happen once at the start What style would the button look like? Should I make it like modern button sound effect?	The player press the button in VR	3D	Headset		Done
sfx_gears_grind	ElevatorMachine	Gears Grinding	Misc	One-shot	High Frequencies Ocasional Misc Only happen when the elevator start	After the player press the button	3D	Headset		Done
		Metal Creaking	Misc	One-shot	High Frequencies Happen once when the elevator start	Happen after the player press the button	3D	Headset		Done
sfx_white_rumble	RumblePlate	White Noise Rumble Plate	Haptic/Plate	One-shot	Low Frequencies This is for when the Rumple Plate is use	At specific time/Unknown yet	2D	Plate		Done
	Tunnel									
sfx_echo_droplet sfx_echo_rocks	TunnelEcho	Tunnel Echo	Environment	Loop	Echo of what? Echo of player? Or echo of rocks and water. Low tail, reflective body	When you inside the tunnel	3D	Headset		Done
	RumblePlate	Plate rumple	Haptic/Plate	One-shot	Low Frequencies This is for when the Rumple Plate is use	Happen in the tunnel after a few secs	2D	Plate		Done
sfx_running_water	RunningWater	Running Water	Environment	Loop	Running water for pipes or inside walls Flow Body, Droplet spark	Happen a few seconds	3D	Headset		Done
	Kinky Room									
sfx_animal_grunt	AnimalGrunt	Faint Creatures Sounds	Environment	Loop	Creature sound effects Pigs noise? Cow moos? Panic voice	When you reach the Kinky Room	3D	Headset		Done
sfx_metal		Metal cage	Misc	Loop	Maybe reuse the Metal Creaking one	When you reach the Kinky Room	3D	Headset		Done
sfx_fire_crackling	Fireplace	Fire cracking	Environment	Loop	Fireplace around the room with sound effects	When you reach the Kinky Room and near the fire	3D	Headset		Done
	City									
amb_wind	WindAmbience	Wind ambience	Ambience	Loop	Wind ambience and then go lower by time	When reach the city	2D	Headset		Done
sfx_chatter 1	Chatter	Chatter	Environment	One-shot	Chatter from the rooms or window?	Near the building	3D	Headset		Done
		Movement in Building	Misc	One-shot	Maybe clothes rustle? Or whoosh?	Near the building	3D	Headset		Done
sfx_chatter 2	Chatter	Footsteps	Misc	Loop	Multi-intrusment in FMOD then random pitch it	Near the building	3D	Headset		Done
sfx_laughter 1 2 3	Laughter	Giggling and laughter	Misc	One-shot	Giggling and laughter? Should it be 2D? Create a sense of haunting?	Near the brothel	3D	Headset		Done
music_siren	DanceMusic	Rthymic music for dancing	Music	Loop	Should music be 2D or 3D? Maybe 3D cause it fade better?	Near the brothel	3D	Headset		Done
	The Feast									

sfx_toad 1 2	Toad	God making noise? Not sure yet	Misc	Loop	god making animal noise like pigs and frog	When near the gods	3D	Headset		Done
		Rumbling plate	Haptic/Plate	One-shot	When the elevator stop it rumbles	When stopped on the table	2D	Plate		Done
sfx_eating 1 2 3	Pig	God eating	Misc	Loop	Make eating noise so the food more scrupmtious	On the table watching	3D	Headset		Done
sfx_chain		Mechanical Creaking	Misc	One-shot	When the elevator stop it mechanic starting to stop too	Before it lands	3D	Headset		Done
sfx_collide	Stop Elevator	Soft music	Music	One-shot	Maybe make it a classical music? Or other kind of music that need research	When reach the table	3D	Headset		Done
		Elevator Landing	Misc	One-shot	Elevator create somekind of boom or low rumble	When stop on the tabkle	3D	Headset		Done