

Deadly Dark Audio List

Project 2 - Team 1

Date: 03/27/2023

Scene	INT/EXT.	Sound Description	Diegetic/Non-Diegetic	Distance
Main Menu	INT.	Button click	Diegetic	Foreground
Main Menu	INT.	Background music	Non-Diegetic	Background
Main Menu	INT.	Background ambience and horroresque noises	Non-Diegetic	Background
Museum	INT.	Entity walk	Diegetic	Foreground
Museum	INT.	Entity run	Diegetic	Foreground
Museum	INT.	Entity yell when seeing player	Diegetic	Foreground
Museum	INT.	Entity shriek when exposed to light	Diegetic	Foreground
Museum	INT.	Entity noise when getting within close proximity of player	Diegetic	Foreground
Museum	INT.	Entity attack noise	Diegetic	Foreground
Museum	INT.	Entity death (when burned)	Diegetic	Foreground
Museum	INT.	Security guard spawn-in noise (like a toolbelt, or clothing shuffling)	Diegetic	Foreground
Museum	INT.	Security guard walk	Diegetic	Foreground
Museum	INT.	Security guard sprint	Diegetic	Foreground
Museum	INT.	Security guard exhausted sigh (when out of stamina)	Diegetic	Foreground
Museum	INT.	Security guard death	Diegetic	Foreground
Museum	INT.	Flashlight click on, high(er) pitch click	Diegetic	Foreground
Museum	INT.	Flashlight click off, low(er) pitch click	Diegetic	Foreground
Museum	INT.	Pick up battery	Diegetic	Foreground
Museum	INT.	Place battery	Diegetic	Foreground
Museum	INT.	Pick up painting fragment	Diegetic	Foreground
Museum	INT.	Place painting fragment	Diegetic	Foreground
Museum	INT.	Painting fragments united	Diegetic	Foreground
Museum	INT.	Painting fragments burning	Diegetic	Foreground

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Museum	INT.	Background creaking, knocking, and building settling noises	Non-diegetic	Background
Museum	INT.	Background whispers, unintelligible	Non-diegetic	Background
Museum	EXT.	Background wind, weather, and environment outside	Non-diegetic	Background