



Audio Postmortem: *Into the Stars*

Richard Ludlow
Audio Director – Hexany Audio

Ben Jones
Lead Designer – Daybreak Games

ABOUT US



Richard Ludlow

Audio Director
Hexany Audio

- King's Quest
- **Into the Stars**
- Moonlight Blade
- Disney Infinity
- Meridian: Squad 22



Ben Jones

Lead Designer
Daybreak Games

- H1Z1
- **Into the Stars**
- Battlefield 4
- MoH: Warfighter
- MAG
- Day of Defeat



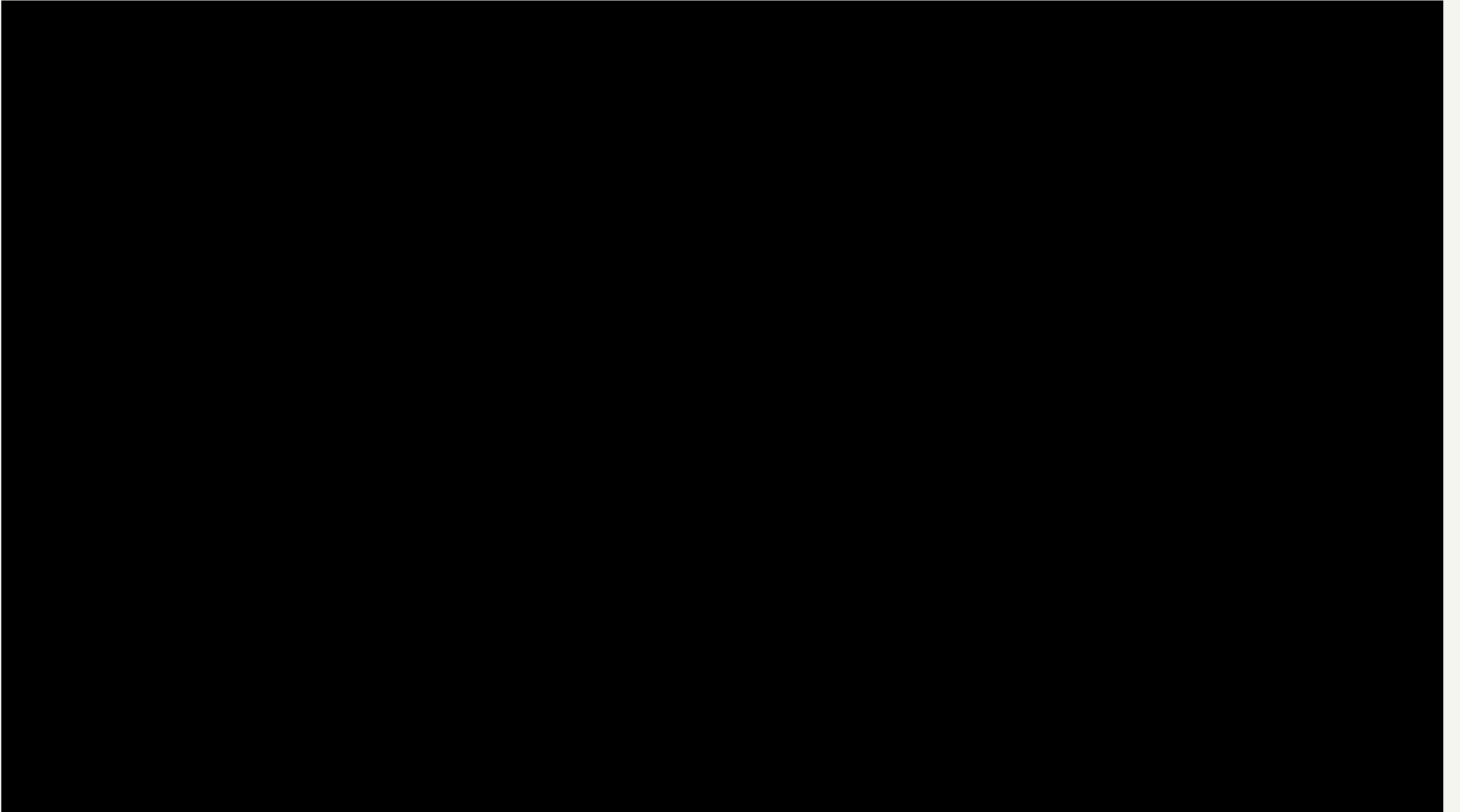
OUR COLLABORATION

INTO THE STARS

Space Survival Simulation for PC.

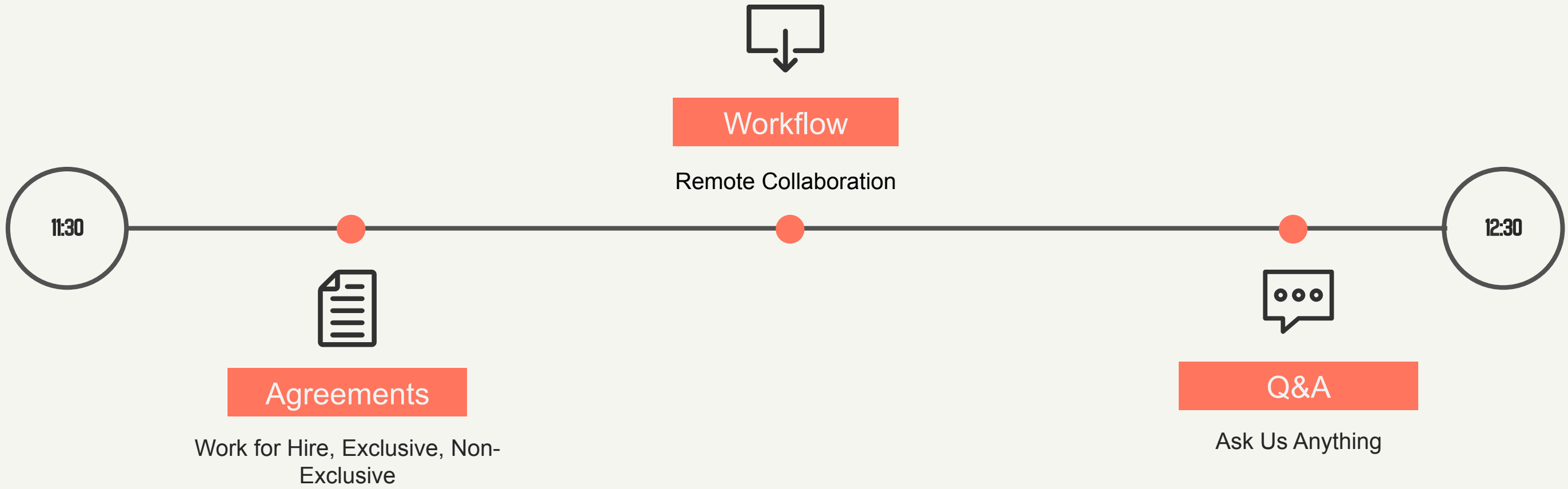
- **Developer:** Fugitive Games
- **Sound Design & VO Production:** Hexany Audio
- **Voice Director:** DB Cooper
- **Composer:** Jack Wall
- **Tech:** Unreal 4 & Wwise





SESSION OVERVIEW

What will we be covering?



AGREEMENTS



AGREEMENT 1: WORK FOR HIRE

- A** Developer obtains most of the rights associated with “The Work”
- B** Developer can use the audio (usually) however desired
- C** Developer has the exclusive right to use the audio
- D** More expensive than a license agreement

AGREEMENT 2:

NON-EXCLUSIVE LICENSE

A Don't be afraid of these!

B Great way to obtain quality custom audio at a lower cost

C Can still have unrestricted use of the audio in the project

D More expensive than a license agreement

E Audio contractor can license the audio to anyone else

AGREEMENT 3:

EXCLUSIVE LICENSE

- A** Audio contractor retains complete ownership of the audio
- B** Developers obtains exclusive right to use audio in project as desired
- C** Sometimes industry specific
- D** Sometime time-based (1-3 years)
- E** A healthy balance of price and control

CONSIDERATIONS:

BACKEND DEALS

- A Content now - money later
- B Greater the time investment, bigger the reward
- C Builds a common goal: Net % / Sales Milestones

CONSIDERATIONS:

BACKEND DEALS

ROYALTY:

A. In addition to the nonrefundable fees due as set forth above, Company shall also pay Hexany a Royalty equal to five per cent (5%) of all Net Revenue.

B. "Net Revenue" for purposes of this Agreement shall be calculated as all revenues actually received from the sales or other exploitation of games (including without limitation any advertising revenues) utilizing the Work created by Hexany and/or any derivative thereof less taxes, handling fees, booking fees, credit card charges.

C. Company shall account to Hexany quarterly for the periods January 1 to March 31, April 1 to June 30, July 1 to September 30, and October 1 to December 31. Within thirty (30) days after the end of each quarter in which Company receives Net Revenues (including without limitation from third party platform providers and/or distributors, such as Apple, Google, and/or Steam), Company shall provide Hexany with: (a) a detailed report setting forth the total amount of Net Revenues during such quarter, including any deductions taken, and (b) the computation in accordance with this section of the amount of Royalty due. Provided that Hexany is not otherwise in breach of this Agreement, Company shall pay any Royalty due and owing Hexany within thirty (30) days of delivering this statement or within sixty (60) days after the end of each. In the event Company requires an invoice from Hexany, all payments shall be made by Company within thirty (30) days of receipt of a proper invoice from Hexany. All such Royalties shall be paid in United States Dollars.

D. Company agrees to keep accurate books of account and records covering all transactions relating to this Agreement and all payments due to Hexany hereunder at Company's principal place of business for not less than two (2) years from the date of each such transaction. Hexany, or a representative of Hexany, shall have the right, upon reasonable notice of not less than ten (10) days and at Company's place of business, to inspect Company's books and records and all other documents and material in Company's possession or control with respect to the subject matter of this Agreement including all expenditures made and any deductions taken by Company in regard to the Licensed Product and the calculation of any Royalties due hereunder. Hexany shall have free and full access thereto for such purposes. In the event that such inspection reveals an underpayment by Company in excess of ten per cent (10%) of the actual amounts owed Hexany, Company shall pay the difference, plus interest at the rate of five per cent (5%) per annum as well as the out of pocket cost of such audit.

CONSIDERATIONS:

KICKSTARTER CONTINGENCY

CONTINGENCY:

It is expressly agreed that this Work Order, and the obligations of both Parties hereunder, are contingent upon Company successfully funding its Kickstarter for the project on or before March 1, 2015. If Company does not successfully fund that Kickstarter, this Work Order and all obligations of the Parties set forth herein shall be null and void.

CONSIDERATIONS:

SOUNDTRACK RIGHTS

I. In addition, and notwithstanding the above provisions, Company agrees that Hexany and/or its successors, assigns, and designees shall retain the non-exclusive, perpetual, worldwide, fully paid up, royalty free, sub-licensable, assignable, license and right to use, reproduce, perform, display, execute, promote and exploit the Work for resale or license solely in sound recordings, soundtrack and/or compilation albums or reproductions, and live performances. Such licenses and rights shall include all compositional, mechanical, performance, broadcast, reproduction, as well as all other rights in the Work in whatever form necessary, to exploit such music in such manners. For any sound recording released by Hexany or its successors, assigns, or sub-licensees that contains the Work, whether alone or in compilation with other music or media, Hexany shall: (a) deliver to Company within 30 days of the initial commercial release five (5) copies of each recording, including all packaging, if released as physical media, or (b) email a copy of all components of any recording offered as a digital download to such email address as designated by Company from time to time.

DEVELOPER PERSPECTIVE:

CRITICAL COMPONENTS

1. RETENTION OF HEXANY

A. Company hereby retains the services of Hexany to provide certain sound effects, dialogue, and related services for Company in connection with the Project, including the creation and development of sound effects, music, dialogue, mixing, implementation, and related ideas, plans, documents, concepts, samples, and improvements (“Work”).

B. Hexany is an independent contractor and not an employee of Company. Unless otherwise expressly agreed to in writing, Hexany shall not be entitled to or eligible for any benefits or programs otherwise given by Company to its employees.

8. RIGHT OF FIRST NEGOTIATION

Hexany shall have a right of first negotiation to provide sound and dialogue for any sequel, conversion, or derivative work which Company develops in regard to the Project and which requires new sound effects and/or dialogue similar to that created by Hexany pursuant to this Agreement. Company shall submit a proposal for such work to Hexany before submitting it to any other party. At Hexany’s option, Company and Hexany shall engage in exclusive good faith negotiations for such future work for a period of not less than 30 days after it is proposed by Company. If the parties are unable to reach an agreement within that 30 day period, Company shall be free to enter into negotiations with any other party it deems suitable with no further obligation to Hexany.



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AGREEMENTS

SAMPLE AGREEMENTS:

FREE DOWNLOAD

● Location: www.hexanyaudio.com/agreements

● Password: “gameaudio”



WORKFLOW



BROKEN WORKFLOW:

SENDING AUDIO FILES

- A** Audio creator has no control over how audio is implemented
- B** Developer has to set up custom scripts and systems for playback
- C** Audio creator has no control over mixing
- D** Wastes everyone's time and creates an inferior product

BETTER WORKFLOW:

SOURCE CONTROL

- A** Perforce, SVN, or Git using Audio Middleware (Wwise, FMOD, etc.)
- B** Audio creator can implement, or at least see how content is implemented
- C** Audio creator has total control over mixing and updating assets
- D** Improves organization, allows audio person to offload work from developer

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WORKFLOW

ASSET TRACKING:

GOOGLE SHEET ORGANIZATION

	A	B	C	D	E	F	G	H	I	J
1	PLAY EVENT NAME	STOP EVENT NAME	SPATIAL	LEVEL	SOURCE	TRIGGER	INSTRUCTIONS	DEV HOOKUP NOTES	WWISE STATUS	GAME ST/
2	call this event	stop this looping event	2d or 3d	-	e.g. probe ship	e.g. sword	e.g. sword slash when attacking and hitting nothing	lightbulb specific notes	await implementation	n-game impleme
3	play_xc		2D	-	Universal	-	-	Recycler (stop_mn)	Approved PCA	Approved PCA
4	play_xc_endgame_earlyaccess_unlock		2D	-	Universal	-	-	-	Approved PCA	Approved PCA
5	play_xc_endgame_earlyaccess_results		2D	-	Universal	-	-	-	Approved PCA	Approved PCA
6	play_xc_endgame_earlyaccess_shufflelaunch		2D	-	Universal	-	-	-	Approved PCA	Approved PCA
7	play_xc_enemy_dialogue_vulcan_transmission		2D	-	Universal	-	enemy Vulcan sending threatening transmission to the arc	-	Approved PCA	Approved PCA
8	play_xc_enemy_race_gubdon_accept		2D	-	Universal	-	-	Halfpulp	Approved PCA	Approved PCA
9	play_xc_enemy_race_gubdon_decline		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
10	play_xc_enemy_race_gubdon_transmission		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
11	play_xc_enemy_race_merth_accept		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
12	play_xc_enemy_race_merth_decline		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
13	play_xc_enemy_race_merth_transmission		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
14	play_xc_enemy_race_thuruk_accept		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
15	play_xc_enemy_race_thuruk_decline		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
16	play_xc_enemy_race_thuruk_transmission		2D	-	Universal	-	-	ShipToShipInteraction	Approved PCA	Approved PCA
17	play_xc_enemy_ship_generic_impact_playerweapon_torpedo		3D	-	Universal	Enemy ship	Hit by Torpedo	ShipToShipInteraction	Approved PCA	Approved PCA
18	play_xc_enemy_ship_shield_activated		3D	-	Universal	Enemy ship	activating or changing shields	ProbeTorpedo	Approved PCA	Approved PCA
19	play_xc_enemy_ship_shield_deactivated		3D	-	Universal	Enemy ship	Shields coming down (not changing)	-	Approved PCA	Approved PCA
20	play_xc_enemy_ship_vulcan_expose		3D	-	Universal	Enemy ship	enemy Vulcan ship appears	Fodder	Approved PCA	Approved PCA
21	play_xc_enemy_ship_vulcan_destroyed		3D	-	Universal	Enemy ship	destroyed	EnemyShipCruiser	Approved PCA	Approved PCA
22	play_xc_enemy_ship_weapon_launcherarc_a_shoot		3D	-	Universal	enemy ship	shooting laser	Fodder (TEMP used for player destroyed)	Approved PCA	Approved PCA
23	play_xc_enemy_ship_weapon_torpedo_a_shoot		3D	-	Universal	enemy ship	shooting torpedos	Fodder	Approved PCA	Approved PCA
24	play_xc_enemy_weapon_charging	stop_xc_enemy_weapon_charging (no need to call this on fogline's end)	3D	-	Universal	Enemy Ship	Weapon charging	Fodder	Approved PCA	Approved PCA
25	play_xc_general_ambience	stop_xc_general_ambience	2D	Universal	-	-	plays both the space and bridge ambience (also controlled by "bridge_intensity" and "threat level" parameters, see "Parameters" tab)	Persistent	Approved PCA	Approved PCA
26	play_xc_intgame_alarm_2d_jordan	stop_xc_ship_alarm_shield_critical	2D	Universal	-	-	-	ShieldCapsule 1 MyShip 1 Overlay Engineer	Approved PCA	Approved PCA
27	play_xc_ship_alarm_shield_critical		2D	Universal	-	-	alarm plays when player ship's shields low (0-20%)	ShieldCapsule 1 MyShip 1 Overlay Engineer	Approved PCA	Approved PCA
28	play_xc_ship_alarm_crewup_gained		2D	Universal	-	-	-	OverlayData	Approved PCA	Approved PCA
29	play_xc_ship_alarm_problem_clear		2D	Universal	-	-	alert popup cleared (ex "engine room fire has been extinguished")	CrewedOutlet	Approved PCA	Approved PCA
30	play_xc_ship_alert_radiation_loop	stop_xc_ship_alert_radiation_loop	2D	Universal	-	-	-	Play when "Radiation Detected"	Approved PCA	Approved PCA
31	play_xc_ship_alien_weapon		3D	-	Universal	Alien Ship	Warping away from trade	Alien Ship (and Hubble Bug)	Approved PCA	Approved PCA
32	play_xc_ship_bridge_view_enter		2D	Universal	-	-	-	MyShip	Approved PCA	Approved PCA
33	play_xc_ship_bridge_view_exit		2D	Universal	-	-	-	MyShip	Approved PCA	Approved PCA
34	play_xc_ship_captainschair_hud_arms_raise		2D	Universal	-	-	captains chair arms raising	Inside Animation	Approved PCA	Approved PCA
35	play_xc_ship_captainschair_weaponstation_arms_raise		2D	Universal	-	-	captains chair weapon station arms raising	Driven in Place	Approved PCA	Approved PCA
36	play_xc_ship_computer_enter		2D	Universal	-	-	whooshing from the chair in to the computer screen with page turn animation	MyShip	Approved PCA	Approved PCA
37	play_xc_ship_computer_exit		2D	Universal	-	-	whooshing out from computer screen to the chair	MyShip	Approved PCA	Approved PCA
38	play_xc_ship_computer_gam_apply		2D	Universal	-	-	applying a gam in the computer screen	Engineer	Approved PCA	Approved PCA
39	play_xc_ship_computer_mission_failed		2D	Universal	-	-	"mission failed" sound effect (may be replaced by musical stinger)	LandinPartyDecision	Approved PCA	Approved PCA
40	play_xc_ship_computer_mission_successful		2D	Universal	-	-	"mission successful" sound effect (may be replaced by musical stinger)	LandinPartyDecision	Approved PCA	Approved PCA
41	play_xc_ship_computer_results		2D	Universal	-	-	results popping onto computer screen	InventoryRewards 1 PopupComplete	Approved PCA	Approved PCA
42	play_xc_ship_computer_selection_confirm		2D	Universal	-	-	clicking confirm on the in game computer screen	Engineer	Approved PCA	Approved PCA
43	play_xc_ship_computer_selection_cancel		2D	Universal	-	-	clicking selection into a box in the in game computer screen	Engineer	Approved PCA	Approved PCA
44	play_xc_ship_computer_selection_pickup		2D	Universal	-	-	clicking a selection into a box in the in game computer screen	Engineer	Approved PCA	Approved PCA
45	play_xc_ship_computer_shield_set_red		2D	Universal	-	-	-	MyShip	Approved PCA	Approved PCA
46	play_xc_ship_computer_shield_set_yellow		2D	Universal	-	-	-	MyShip	Approved PCA	Approved PCA
47	play_xc_ship_computer_tab_switch		2D	Universal	-	-	-	OverlayCrew	Approved PCA	Approved PCA
48	play_xc_ship_crewmember_assign_sickbay		2D	Universal	-	-	-	OverlayBridgeView	Approved PCA	Approved PCA
49	play_xc_ship_crewmember_assign_hull		2D	Universal	-	-	-	Attached to "Enter Hyperspace" DX Line	Approved PCA	Approved PCA
50	play_xc_ship_crewmember_healed		2D	Universal	-	-	-	Persistent	Approved PCA	Approved PCA
51	play_xc_ship_enter_hyperspace		2D	Universal	-	-	-	OverlayBattlehud	Approved PCA	Approved PCA
52	play_xc_ship_exit_hyperspace		2D	Universal	-	-	-	OverlayBattlehud	Approved PCA	Approved PCA
53	play_xc_ship_external_thrusters	stop_xc_ship_external_thrusters	3D	Universal	ship	thrusters	Ark-ships engaging from damage	MyShip	Approved PCA	Approved PCA
54	play_xc_ship_interactions_commander_captain		2D	Universal	-	-	[play at game start, stop at game-over] Ark's engine sound and thrusters (sound driven by game parameter "engine_speed", see "Parameters" tab)	LandinPartyDecision (Away TeamSelect)	Approved PCA	Approved PCA
55	play_xc_ship_interactions_commander_crew		2D	Universal	-	-	-	LandinPartyDecision (Away TeamSelect)	Approved PCA	Approved PCA
56	play_xc_ship_interactions_progressbar	stop_xc_ship_interactions_progressbar	2D	Universal	-	-	-	LandinPartyDecision	Approved PCA	Approved PCA
57	play_xc_ship_interior_impact_collision		2D	Universal	-	-	(Attached to "batteried_impact") the interior boom and rattle from impacting a large foreign object in space	MyShip	Approved PCA	Approved PCA
58	play_xc_ship_interior_impact_enemyweapon		2D	Universal	-	-	the interior boom and rattle from being impacted by an enemy weapon	MyShip	Approved PCA	Approved PCA
59	play_xc_ship_interior_shuffle_launch		2D	Universal	-	-	the sound of the shuttle launching from the Ark	FlightDecision	Approved PCA	Approved PCA
60	play_xc_ship_loot_gam_collect		2D	Universal	-	-	looting game from defeated enemies	OverlayInventoryRewards	Approved PCA	Approved PCA
61	play_xc_ship_loot_generic_decard		2D	Universal	-	-	throwing items in the garbage	OverlayInventoryRewards Resources	Approved PCA	Approved PCA
62	play_xc_ship_loot_parts_collect		2D	Universal	-	-	looting parts from defeated enemies	OverlayInventoryRewards	Approved PCA	Approved PCA

A

Shared with audio contractor & developer

B

Tracks asset production status

C

Tracks integration status

D

Tracks work completed for billing

IMPLEMENTATION GUIDE

[OLD VERSION]

	A	B	C	D	E	F	G	H	I	J
1	PLAY EVENT NAME	STOP EVENT NAME	SPATIAL	LEVEL	SOURCE	TRIGGER	INSTRUCTIONS	DEV HOOKUP NOTES	WWISE STATUS	GAME STA
2	call this event	stop this looping event	2d or 3d	e.g. pirate ship	e.g. sword	e.g. sword hit	e.g. sword swish when attacking and hitting nothing	fugitive specific notes	wwise implementation	in-game impleme
3	play_mx		2D	▼ Universal	--	--		Recruiter (stop_mx)	Approved PCA	▼ Approved PCA
4	play_sx_endgame_earlyaccess_arkflyby		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
5	play_sx_endgame_earlyaccess_results		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
6	play_sx_endgame_earlyaccess_shuttlelaunch		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
7	play_sx_enemy_dialogue_valushi_transmission		2D	▼ Universal	--	--	enemy Valushi sending threatening transmission to the arc	HailPopUp	Approved PCA	▼ Approved PCA
8	play_sx_enemy_race_glubdon_accept		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
9	play_sx_enemy_race_glubdon_decline		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
10	play_sx_enemy_race_glubdon_transmission		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
11	play_sx_enemy_race_menhit_accept		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
12	play_sx_enemy_race_menhit_decline		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
13	play_sx_enemy_race_menhit_transmission		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
14	play_sx_enemy_race_thurokk_accept		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
15	play_sx_enemy_race_thurokk_decline		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
16	play_sx_enemy_race_thurokk_transmission		2D	▼ Universal	--	--		ShipToShipInteraction	Approved PCA	▼ Approved PCA
17	play_sx_enemy_ship_generic_impact_playerweapon_torpedo		3D	▼ Universal	Enemy ship	Hit by Torpedo		PhotonTorpedo	Approved PCA	▼ Approved PCA
18	play_sx_enemy_ship_shield_activated		3D	▼ Universal	enemy ship	activating or changing shields			Approved PCA	▼ Approved PCA
19				▼						▼
20	play_sx_enemy_ship_shield_deactivated		3D	▼ Universal	Enemy ship	Shields coming down (not changing)		Fodder	Approved PCA	▼ Approved PCA
21	play_sx_enemy_ship_valushi_appear		2D	▼ Universal	--	--	enemy Valushi ship appears	EnemyShipCreator	Approved PCA	▼ Approved PCA
22	play_sx_enemy_ship_valushi_destroyed		3D	▼ Universal	enemy ship	destroyed	enemy Valushi ship destroyed	Fodder (+TEMP used for player destroyed)	Approved PCA	▼ Approved PCA
23	play_sx_enemy_ship_weapon_lasercannon_a_shoot		3D	▼ Universal	enemy ship	shooting laser	enemy Valushi ship shoots laser	Fodder	Approved PCA	▼ Approved PCA
24	play_sx_enemy_ship_weapon_torpedo_a_shoot		3D	▼ Universal	enemy ship	shooting torpedo	enemy Valushi ship launches torpedo	Fodder	Approved PCA	▼ Approved PCA
25	play_sx_enemy_weapon_charging	stop_sx_enemy_weapon_charging (no need to call this on fugitive's end)	3D	▼ Universal	Enemy Ship	Weapon charging		Fodder	Approved PCA	▼ Approved PCA
26	play_sx_general_ambience	stop_sx_general_ambience	2D	▼ Universal	--	--	plays both the space and bridge ambience (also controlled by "bridge_intensity" and "threat level" parameters, see "Parameters" tab)	Persistent	Approved PCA	▼ Approved PCA
27	play_sx_minigame_mining_drill_broken		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
28	play_sx_ship_alarm_shield_critical	stop_sx_ship_alarm_shield_critical	2D	▼ Universal	--	--	alarm plays when player ship's shields low (0-20%)	ShieldCapsule \ MyShip \ Overlay Engineer	Approved PCA	▼ Approved PCA
29	play_sx_ship_alert_crewxp_gained		2D	▼ Universal	--	--		OverlayDate	Approved PCA	▼ Approved PCA
30	play_sx_ship_alert_problem_clear		2D	▼ Universal	--	--	alert popup cleared (ex "engine room fire has been extinguished")	CrewIncident	Approved PCA	▼ Approved PCA
31	play_sx_ship_alert_radiation_loop	stop_sx_ship_alert_radiation_loop	2D	▼ Universal	-	-		Play when "Radiation Detected"	Approved PCA	▼ Approved PCA
32	play_sx_ship_alien_warput		3D	▼ Universal	Alien Ship	Warping away from trade		Alien Ships (and Hostile Ship)	Approved PCA	▼ Approved PCA
33	play_sx_ship_bridge_view_enter		2D	▼ Universal	--	--		Myship	Approved PCA	▼ Approved PCA
34	play_sx_ship_bridge_view_exit		2D	▼ Universal	--	--		Myship	Approved PCA	▼ Approved PCA
35	play_sx_ship_captainschair_hud_arms_raise		2D	▼ Universal	--	--	captains chair arms raising	Inside Animation	Approved PCA	▼ Approved PCA
36	play_sx_ship_captainschair_weaponstations_arms_raise		2D	▼ Universal	--	--	captains chair weapon station arms raising	Driven in Wwise	Approved PCA	▼ Approved PCA
37	play_sx_ship_computer_enter		2D	▼ Universal	--	--	whooshing from the chair in to the computer screen with page turn animation	MyShip	Approved PCA	▼ Approved PCA
38	play_sx_ship_computer_exit		2D	▼ Universal	--	--	whooshing out from computer screen to the chair	MyShip	Approved PCA	▼ Approved PCA
39	play_sx_ship_computer_gem_apply		2D	▼ Universal	--	--	applying a gem in the computer screen	Engineer	Approved PCA	▼ Approved PCA
40	play_sx_ship_computer_mission_failed		2D	▼ Universal	--	--	"mission failed" sound effect (may be replaced by musical stinger)	LandingPartyDecision	Approved PCA	▼ Approved PCA
41	play_sx_ship_computer_mission_successful		2D	▼ Universal	--	--	"mission successful" sound effect (may be replaced by musical stinger)	LandingPartyDecision	Approved PCA	▼ Approved PCA
42	play_sx_ship_computer_results		2D	▼ Universal	--	--	results popping onto computer screen	InventoryRewards \ PopupComplete	Approved PCA	▼ Approved PCA
43	play_sx_ship_computer_selection_confirm		2D	▼ Universal	--	--	clicking confirm on the in game computer screen	Engineer	Approved PCA	▼ Approved PCA
44	play_sx_ship_computer_selection_drop		2D	▼ Universal	--	--	dropping a selection into a box in the in game computer screen	Engineer	Approved PCA	▼ Approved PCA
45	play_sx_ship_computer_selection_pickup		2D	▼ Universal	--	--	picking up a selection into a box in the in game computer screen	Engineer	Approved PCA	▼ Approved PCA
46	play_sx_ship_computer_shield_set_blue		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
47	play_sx_ship_computer_shield_set_red		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
48	play_sx_ship_computer_shield_set_yellow		2D	▼ Universal	--	--			Approved PCA	▼ Approved PCA
49	play_sx_ship_computer_tab_switch		2D	▼ Universal	--	--		MyShip	Approved PCA	▼ Approved PCA
50	play_sx_ship_crewmember_assign_sickbay		2D	▼ Universal	--	--		OverlayCrew	Approved PCA	▼ Approved PCA
51	play_sx_ship_crewmember_assign_task		2D	▼ Universal	--	--		OverlayCrew	Approved PCA	▼ Approved PCA
52	play_sx_ship_crewmember_healed		2D	▼ Universal	--	--		OverlayBridgeView	Approved PCA	▼ Approved PCA
53	play_sx_ship_enter_hyperspace		2D	▼ Universal	--	--		Attached to "Enter Hyperspace" DX Line	Approved PCA	▼ Approved PCA
54	play_sx_ship_exit_hyperspace		2D	▼ Universal	--	--		Persistent	Approved PCA	▼ Approved PCA
55	play_sx_ship_exterior_shield_engage		3D	▼ Universal	ship	hull	Ark shields engaging from damage	OverlayBattlehud	Approved PCA	▼ Approved PCA
56				▼						▼
57	play_sx_ship_external_thrusters	stop_sx_ship_external_thrusters	3D	▼ Universal	ship	thrusters	[play at game-start, stop at game-over] Ark's engine sound and thrusters (sound driven by game parameter "engine_speed", see "Parameters" tab)	MyShip	Approved PCA	▼ Approved PCA
58	play_sx_ship_interactions_commstatic_captain		2D	▼ Universal	--	--		LandingPartyDecision AwayTeamSelect	Approved PCA	▼ Approved PCA
59	play_sx_ship_interactions_commstatic_crew		2D	▼ Universal	--	--		LandingPartyDecision AwayTeamSelect	Approved PCA	▼ Approved PCA
60	play_sx_ship_interactions_progressbar	stop_sx_ship_interactions_progressbar	2D	▼ Universal	--	--		LandingPartyDecision	Approved PCA	▼ Approved PCA
61				▼						▼
62	play_sx_ship_interior_impact_collision		2D	▼ Universal	--	--	(Attached to "asteroid_impacts") the interior boom and rattle from impacting a large foreign object in space	MyShip	Approved PCA	▼ Approved PCA
63	play_sx_ship_interior_impact_enemyweapon		2D	▼ Universal	--	--	the interior boom and rattle from being impacted by an enemy weapon	Myship	Approved PCA	▼ Approved PCA
64	play_sx_ship_interior_shuttle_launch		2D	▼ Universal	--	--	the sound of the shuttle launching from the Arc	FlightDecision	Approved PCA	▼ Approved PCA
65	play_sx_ship_loot_gem_collect		2D	▼ Universal	--	--	looting gems from defeated enemies	OverlayInventoryRewards	Approved PCA	▼ Approved PCA
66	play_sx_ship_loot_generic_discard		2D	▼ Universal	--	--	throwing items in the garbage	OverlayInventoryRewards Resources	Approved PCA	▼ Approved PCA
67	play_sx_ship_loot_parts_collect		2D	▼ Universal	--	--	looting parts from defeated enemies	OverlayInventoryRewards	Approved PCA	▼ Approved PCA

IMPLEMENTATION GUIDE

[NEW VERSION]

PLAY EVENT NAME	STOP EVENT NAME	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	POINTS	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. play_ex_source_trigger	e.g. stop_ex_source_trigger	In-game Integration	Things developer needs to fix	e.g. pirate ship	e.g. sword	e.g. switching	e.g. sword when attacking and hitting nothing	e.g. ex_source_trigger_01	oneshot / loop	raw total	username	asset creation	wwise implementation	things hexany needs to fix
--	--	Implemented	--	universal	enemy	enemy is hit by player's bullet	Play when enemy gets hit by player's bullet	ex_un_npc_enemy_takedamage_01 ex_un_npc_enemy_takedamage_02 ex_un_npc_enemy_takedamage_03	oneshot	6	vlope	Approved PPT	Implemented	--
--	--	Implemented	--	universal	player	hit by enemy bullet	--	ex_un_player_takedamage_01 ex_un_player_takedamage_02 ex_un_player_takedamage_03	oneshot	6	vlope	Approved PPT	Implemented	--
play_ex_town_enemy_amb	stop_ex_town_enemy_amb	Implemented	--	town	player	start of level	2d ambience, attach on player, trigger at start of level	ex_town_enemy_amb_01	loop	3	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_fire	--	Implemented	--	universal	enemy	firing	Play whenever an enemy shoots their gun, attach to enemy gun	--	oneshot	0	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_bird	stop_ex_uni_enemy_bird	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_bird_01 ex_uni_enemy_bird_02 ex_uni_enemy_bird_03 ex_uni_enemy_bird_04 ex_uni_enemy_bird_05 ex_uni_enemy_bird_06	oneshot	10.5	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_coyote	stop_ex_uni_enemy_coyote	Implemented	--	universal	semi-far away from player in scene	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_coyote_01 ex_uni_enemy_coyote_02 ex_uni_enemy_coyote_03 ex_uni_enemy_coyote_04 ex_uni_enemy_coyote_05 ex_uni_enemy_coyote_06 ex_uni_enemy_coyote_07 ex_uni_enemy_coyote_08	oneshot	13.5	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_horse	stop_ex_uni_enemy_horse	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_horse_01 ex_uni_enemy_horse_02 ex_uni_enemy_horse_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_rattlesnake	stop_ex_uni_enemy_rattlesnake	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_rattlesnake_01 ex_uni_enemy_rattlesnake_02 ex_uni_enemy_rattlesnake_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_train	stop_ex_uni_enemy_train	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_train_01 ex_uni_enemy_train_02 ex_uni_enemy_train_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_enemy_tumbleweed	stop_ex_uni_enemy_tumbleweed	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_enemy_tumbleweed_01 ex_uni_enemy_tumbleweed_02 ex_uni_enemy_tumbleweed_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_gun_bullet_impact	--	Implemented	--	universal	bullet	impact	Play everytime a bullet impacts (surface type determined by switch group)	ex_uni_gun_bullet_impact_bottle_01 ex_uni_gun_bullet_impact_bottle_02 ex_uni_gun_bullet_impact_bottle_03 ex_uni_gun_bullet_impact_bottle_04 ex_uni_gun_bullet_impact_bottle_05 ex_uni_gun_bullet_impact_dirt_01 ex_uni_gun_bullet_impact_dirt_02 ex_uni_gun_bullet_impact_dirt_03 ex_uni_gun_bullet_impact_dirt_04 ex_uni_gun_bullet_impact_dirt_05 ex_uni_gun_bullet_impact_metal_01 ex_uni_gun_bullet_impact_metal_02 ex_uni_gun_bullet_impact_metal_03 ex_uni_gun_bullet_impact_metal_04 ex_uni_gun_bullet_impact_metal_05 ex_uni_gun_bullet_impact_wood_01 ex_uni_gun_bullet_impact_wood_02 ex_uni_gun_bullet_impact_wood_03 ex_uni_gun_bullet_impact_wood_04 ex_uni_gun_bullet_impact_wood_05	oneshot	36	jhein	Approved PPT	Implemented	--
play_ex_uni_gun_fire	--	Implemented	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	ex_uni_gun_reload_01 ex_uni_gun_reload_02 ex_uni_gun_reload_03 ex_uni_gun_shot_a_01 ex_uni_gun_shot_a_02 ex_uni_gun_shot_a_03 ex_uni_gun_shot_a_04 ex_uni_gun_shot_a_05 ex_uni_gun_shot_a_06 ex_uni_gun_shot_b_01 ex_uni_gun_shot_b_02 ex_uni_gun_shot_b_03 ex_uni_gun_shot_b_04 ex_uni_gun_shot_b_05 ex_uni_gun_shot_b_06 ex_uni_gun_tell_01 ex_uni_gun_tell_02 ex_uni_gun_trigger_01 ex_uni_gun_trigger_02 ex_uni_gun_trigger_03 ex_uni_gun_trigger_04 ex_uni_gun_trigger_05 ex_uni_gun_trigger_06 ex_uni_gun_whoa_01 ex_uni_gun_whoa_02 ex_uni_gun_whoa_03 ex_uni_gun_whoa_04 ex_uni_gun_whoa_05 ex_uni_gun_whoa_06	oneshot	54	jhein	Approved PPT	Implemented	--
play_ex_uni_int_barrel_break	--	Implemented	--	universal	barrel	breaking	Play when barrel breaks	ex_uni_int_barrel_break_01 ex_uni_int_barrel_break_02 ex_uni_int_barrel_break_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_npc_enemy_spawn	--	Implemented	--	universal	enemy	spawning	Play on enemy spawn	ex_uni_npc_enemy_spawn_01 ex_uni_npc_enemy_spawn_02 ex_uni_npc_enemy_spawn_03	oneshot	6	jhein	Approved PPT	Implemented	--
play_ex_uni_uf_endcounter_seconds	--	Implemented	--	universal	2D	tell 5 seconds of game	--	ex_uni_uf_endcounter_seconds_01	oneshot	3	vlope	Approved PPT	Implemented	--
play_ex_uni_npc_enemy_bodyfall	--	Not Implemented	--	universal	enemy	enemy falling upon death	Play when enemy falls from a ledge and hits the ground (upon enemy's death)	ex_uni_npc_enemy_bodyfall_01 ex_uni_npc_enemy_bodyfall_02 ex_uni_npc_enemy_bodyfall_03	oneshot	6	vlope	Approved PPT	Not Implemented	--
play_ex_3d_positioning_test	stop_ex_3d_positioning_test	Not Implemented	--	TEST	TEST	TEST	This is a 3D test sound to be positioned in the world.	ex_3d_positioning_test	loop	3	neart	Approved PPT	Implemented	--
play_ex_menu_on_sign_appear	--	Unknown	--	menu	2D	sign flying in	Play in menu when barling iron logo appears	ex_menu_on_sign_appear_01	oneshot	3	jhein	Approved PPT	Implemented	--
play_ex_uni_gun_dryfire	--	Unknown	--	universal	player	start of level	Whereas specialized 3d sound, attach on player, trigger at start of level	--	oneshot	0	jhein	Approved PPT	Implemented	--

IMPLEMENTATION GUIDE

[INFO]

Info

Sound

Music

Dialogue

Switches

States

Parameters

Reverbs

Issues

	A	B
1	PROJECT NAME	Into the Stars
2	PROJECT CODE	ITTS
3	DEVELOPER	Fugitive Games
4	WWISE VERSION	2015.1.2
5	UE4 VERSION	UE4.6.2
6	SOURCE CONTROL	Perforce
7	VPN	None
8		
9	CREDITS TYPE	CREDITS USED
10	Music	500
11	Sound	650
12	Dialogue	375
13	Misc	125
14		
15	Total Used	1650
16	Total Purchased	3000
17	TOTAL REMAINING	1350
18		
19	CREDIT TYPES	CREDIT VALUES
20	1 Minute of Music	xxx
21	30 Seconds of Music	xxx
22	1 Musical Stinger (Primary)	xxx
23	1 Musical Stinger (Variation)	xxx
24	1 Sound Effect (Primary)	xxx
25	1 Sound Effect (Variation)	xxx
26	1 Dialogue Produciton Bundle	xxx
27	1 Mini Dialogue Production Bundle	xxx
28		
29	MUSIC QUANTITY	MINUTES
30	TOTAL LENGTH	01:16

IMPLEMENTATION GUIDE

[NEW VERSION]

PLAY EVENT NAME	STOP EVENT NAME	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	POINTS	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. play_xi_source_trigger	e.g. stop_xi_source_trigger	In-game Integration	Things developer needs to fix	e.g. pirate ship	e.g. sword	e.g. switching	e.g. sword switch when attacking and hitting nothing	e.g. xi_source_trigger_01	oneshot / loop	rise total	username	asset creation	asset implementation	Things Hexany needs to fix
--	--	Implemented		universal	enemy	enemy is hit by player's bullet	Play when enemy gets hit by player's bullet	xi_un_npc_enemy_takedamage_01 xi_un_npc_enemy_takedamage_02 xi_un_npc_enemy_takedamage_03	oneshot	6	xpippa	Approved PPT	Implemented	
--	--	Implemented		universal	player	hit by enemy bullet	--	xi_un_player_takedamage_01 xi_un_player_takedamage_02 xi_un_player_takedamage_03	oneshot	6	xpippa	Approved PPT	Implemented	
play_xi_town_amb_amb	stop_xi_town_amb_amb	Implemented		town	player	start of level	2d ambience, attach on player, trigger at start of level	xi_town_amb_amb_01	loop	3	jhein	Approved PPT	Implemented	
play_xi_un_enemy_fire	--	Implemented		universal	enemy	firing	Play whenever an enemy shoots their gun, attach to enemy gun	--	oneshot	0	jhein	Approved PPT	Implemented	
play_xi_un_amb_bird	stop_xi_un_amb_bird	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_bird_01 xi_un_amb_bird_02 xi_un_amb_bird_03 xi_un_amb_bird_04 xi_un_amb_bird_05 xi_un_amb_bird_06	oneshot	10.5	jhein	Approved PPT	Implemented	
play_xi_un_amb_coyote	stop_xi_un_amb_coyote	Implemented		universal	semi-far away from player in scene	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_coyote_01 xi_un_amb_coyote_02 xi_un_amb_coyote_03 xi_un_amb_coyote_04 xi_un_amb_coyote_05 xi_un_amb_coyote_06 xi_un_amb_coyote_07 xi_un_amb_coyote_08	oneshot	13.5	jhein	Approved PPT	Implemented	
play_xi_un_amb_horse	stop_xi_un_amb_horse	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_horse_01 xi_un_amb_horse_02 xi_un_amb_horse_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_amb_rattlesnake	stop_xi_un_amb_rattlesnake	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_rattlesnake_01 xi_un_amb_rattlesnake_02 xi_un_amb_rattlesnake_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_amb_train	stop_xi_un_amb_train	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_train_01 xi_un_amb_train_02 xi_un_amb_train_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_amb_tumbleweed	stop_xi_un_amb_tumbleweed	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_amb_tumbleweed_01 xi_un_amb_tumbleweed_02 xi_un_amb_tumbleweed_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_gun_bullet_impact	--	Implemented		universal	bullet	impact	Play everytime a bullet impacts (surface type determined by switch group)	xi_un_gun_bullet_impact_bottle_01 xi_un_gun_bullet_impact_bottle_02 xi_un_gun_bullet_impact_bottle_03 xi_un_gun_bullet_impact_bottle_04 xi_un_gun_bullet_impact_bottle_05 xi_un_gun_bullet_impact_dirt_01 xi_un_gun_bullet_impact_dirt_02 xi_un_gun_bullet_impact_dirt_03 xi_un_gun_bullet_impact_dirt_04 xi_un_gun_bullet_impact_dirt_05 xi_un_gun_bullet_impact_metal_01 xi_un_gun_bullet_impact_metal_02 xi_un_gun_bullet_impact_metal_03 xi_un_gun_bullet_impact_metal_04 xi_un_gun_bullet_impact_metal_05 xi_un_gun_bullet_impact_wood_01 xi_un_gun_bullet_impact_wood_02 xi_un_gun_bullet_impact_wood_03 xi_un_gun_bullet_impact_wood_04 xi_un_gun_bullet_impact_wood_05	oneshot	36	jhein	Approved PPT	Implemented	
play_xi_un_gun_fire	--	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_gun_reload_01 xi_un_gun_reload_02 xi_un_gun_reload_03 xi_un_gun_shot_a_01 xi_un_gun_shot_a_02 xi_un_gun_shot_a_03 xi_un_gun_shot_a_04 xi_un_gun_shot_a_05 xi_un_gun_shot_a_06 xi_un_gun_shot_b_01 xi_un_gun_shot_b_02 xi_un_gun_shot_b_03 xi_un_gun_shot_b_04 xi_un_gun_shot_b_05 xi_un_gun_shot_b_06 xi_un_gun_tell_01 xi_un_gun_tell_02 xi_un_gun_tell_03 xi_un_gun_trigger_01 xi_un_gun_trigger_02 xi_un_gun_trigger_03 xi_un_gun_trigger_04 xi_un_gun_trigger_05 xi_un_gun_trigger_06 xi_un_gun_whiz_01 xi_un_gun_whiz_02 xi_un_gun_whiz_03 xi_un_gun_whiz_04 xi_un_gun_whiz_05 xi_un_gun_whiz_06	oneshot	34	jhein	Approved PPT	Implemented	
play_xi_un_int_barrel_break	--	Implemented		universal	barrel	breaking	Play when barrel breaks	xi_un_int_barrel_break_01 xi_un_int_barrel_break_02 xi_un_int_barrel_break_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_npc_enemy_spawn	--	Implemented		universal	enemy	spawning	Play on enemy spawn	xi_un_npc_enemy_spawn_01 xi_un_npc_enemy_spawn_02 xi_un_npc_enemy_spawn_03	oneshot	6	jhein	Approved PPT	Implemented	
play_xi_un_u_endcounter_seconds	--	Implemented		universal	2D	test 5 seconds of game	--	xi_un_u_endcounter_seconds_01	oneshot	3	xpippa	Approved PPT	Implemented	
play_xi_un_npc_enemy_bodyfall	--	Not Implemented		universal	enemy	enemy falling upon death	Play when enemy falls from a ledge and hits the ground (upon enemy's death)	xi_un_npc_enemy_bodyfall_01 xi_un_npc_enemy_bodyfall_02 xi_un_npc_enemy_bodyfall_03	oneshot	6	xpippa	Approved PPT	Not Implemented	
play_xi_3d_positioning_test	stop_xi_3d_positioning_test	Not Implemented		TEST	TEST	TEST	This is a 3D test sound to be positioned in the world.	xi_3d_positioning_test	loop	3	neart	Approved PPT	Implemented	
play_xi_menu_on_sign_appear	--	Unknown		menu	2D	sign flying in	Play in menu when barling iron logo appears	xi_menu_on_sign_appear_01	oneshot	3	jhein	Approved PPT	Implemented	
play_xi_un_gun_dryfire	--	Unknown		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	--	oneshot	0	jhein	Approved PPT	Implemented	

IMPLEMENTATION GUIDE

[SOUND]

DEV INFO

EVENT NAME(S)	GAME STATUS	DEV REVISION NOTES
play_sx_player_emote_run stop_sx_player_emote_run	03 Implemented	

LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES
Universal	Player	Running	play when sprinting, stop on return to walk

01 Not Started
02 In Progress
03 Awaiting Approval
04 Revision Needed
05 Revised
06 Approved PPT
07 Approved PCA
08 Approved Final
09 Blocked
10 Unused

AUDIO CREATOR INFO:

ASSET NAME	PLAY	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
plsr_sx_player_emote_run_01 x 6	OneShot	jbassett	06 Approved PPT	03 Implemented	Needs female vocals

IMPLEMENTATION GUIDE

[NEW VERSION]

PLAY EVENT NAME	STOP EVENT NAME	GAME STATUS	DEV REVISION NOTES	LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES	ASSET NAME	PLAY	POINTS	CREATOR	ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
e.g. play_xi_source_trigger	e.g. stop_xi_source_trigger	In-game Integration	Things developer needs to fix	e.g. pirate ship	e.g. sword	e.g. switching	e.g. sword switch when attacking and hitting nothing	e.g. xi_source_trigger_01	oneshot / loop	rise total	username	asset creation	asset implementation	Things Hexany needs to fix
--	--	Implemented		universal	enemy	enemy is hit by player's bullet	Play when enemy gets hit by player's bullet	xi_un_npc_enemy_takedamage_01	oneshot	6	xpippa	Approved PPT	Implemented	
--	--	Implemented		universal	player	hit by enemy bullet	--	xi_un_npc_enemy_takedamage_02	oneshot	6	xpippa	Approved PPT	Implemented	
play_xi_town_amb_amb	stop_xi_town_amb_amb	Implemented		town	player	start of level	2d ambience, attach on player, trigger at start of level	xi_un_player_takedamage_01	oneshot	0	jhein	Approved PPT	Implemented	
play_xi_un_enemy_fire	--	Implemented		universal	enemy	firing	Play whenever an enemy shoots their gun, attach to enemy gun	xi_un_player_takedamage_02	oneshot	0	jhein	Approved PPT	Implemented	
play_xi_un_amb_bird	stop_xi_un_amb_bird	Implemented		universal	player	start of level	Whereas spatialized 3d sound, attach on player, trigger at start of level	xi_un_player_takedamage_03	oneshot	0	jhein	Approved PPT	Implemented	
								xi_un_amb_bird_01						
								xi_un_amb_bird_02						
								xi_un_amb_bird_03						
								xi_un_amb_bird_04						
								xi_un_amb_bird_05						
								xi_un_amb_bird_06						
								xi_un_amb_coyote_01						
								xi_un_amb_coyote_02						
								xi_un_amb_coyote_03						
								xi_un_amb_coyote_04	oneshot	10.5	jhein	Approved PPT	Implemented	
								xi_un_amb_coyote_05						
								xi_un_amb_coyote_06						
								xi_un_amb_coyote_07						
								xi_un_amb_coyote_08						
								xi_un_amb_horse_01						
								xi_un_amb_horse_02	oneshot	6	jhein	Approved PPT	Implemented	
								xi_un_amb_horse_03						
								xi_un_amb_rattlesnake_01						
								xi_un_amb_rattlesnake_02	oneshot	6	jhein	Approved PPT	Implemented	
								xi_un_amb_rattlesnake_03						
								xi_un_amb_train_01						
								xi_un_amb_train_02	oneshot	6	jhein	Approved PPT	Implemented	
								xi_un_amb_train_03						
								xi_un_amb_tumbleweed_01						
								xi_un_amb_tumbleweed_02	oneshot	6	jhein	Approved PPT	Implemented	
								xi_un_amb_tumbleweed_03						
								xi_un_gun_bullet_impact_bottle_01						
								xi_un_gun_bullet_impact_bottle_02						
								xi_un_gun_bullet_impact_bottle_03						
								xi_un_gun_bullet_impact_bottle_04						
								xi_un_gun_bullet_impact_bottle_05						
								xi_un_gun_bullet_impact_dirt_01						
								xi_un_gun_bullet_impact_dirt_02						
								xi_un_gun_bullet_impact_dirt_03						
								xi_un_gun_bullet_impact_dirt_04						
								xi_un_gun_bullet_impact_dirt_05						
								xi_un_gun_bullet_impact_metal_01	oneshot	36	jhein	Approved PPT	Implemented	
								xi_un_gun_bullet_impact_metal_02						
								xi_un_gun_bullet_impact_metal_03						
								xi_un_gun_bullet_impact_metal_04						
								xi_un_gun_bullet_impact_metal_05						
								xi_un_gun_bullet_impact_wood_01						
								xi_un_gun_bullet_impact_wood_02						
								xi_un_gun_bullet_impact_wood_03						
								xi_un_gun_bullet_impact_wood_04						
								xi_un_gun_bullet_impact_wood_05						
								xi_un_gun_reload_01						
								xi_un_gun_reload_02						
								xi_un_gun_reload_03						
								xi_un_gun_shot_a_01						
								xi_un_gun_shot_a_02						
								xi_un_gun_shot_a_03						
								xi_un_gun_shot_a_04						
								xi_un_gun_shot_a_05						
								xi_un_gun_shot_a_06						
								xi_un_gun_shot_b_01						
								xi_un_gun_shot_b_02						
								xi_un_gun_shot_b_03						
								xi_un_gun_shot_b_04						
								xi_un_gun_shot_b_05						
								xi_un_gun_shot_b_06						
								xi_un_gun_shot_b_07	oneshot	34	jhein	Approved PPT	Implemented	
								xi_un_gun_shot_b_08						
								xi_un_gun_shot_b_09						
								xi_un_gun_shot_b_10						
								xi_un_gun_shot_b_11						
								xi_un_gun_shot_b_12						
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								xi_un_gun_trigger_78						

IMPLEMENTATION GUIDE

[MUSIC]

DEV INFO

EVENT NAME(S)	GAME STATUS	DEV REVISION NOTES
e.g. play_mx_island_explore_amb	in-game integration	things developer needs to fix

LEVEL	SOURCE	TRIGGER	INTEGRATION NOTES
e.g. pirate ship	e.g. 2D	e.g. pirates attack	e.g. trigger immediately when the pirate opens the door in CS04

AUDIO CREATOR INFO

ASSET NAME	PLAY	LENGTH	TEMPO	METER	PRE-ROLL	LOOP POINT	CREDITS	CREATOR
e.g. mx_island_explore_amb_layer_a	oneshot / loop	e.g. 00:28	e.g. 80 bpm	e.g. 4/4	e.g. 1 bar	e.g. bar 12	row total	username

ASSET STATUS	WWISE STATUS	HEXANY REVISION NOTES
asset creation	wwise implementation	things hexany needs to fix

IMPLEMENTATION GUIDE

[MISC]

SWITCH GROUP	SWITCH	INTEGRATION NOTES	WWISE STATUS	GAME STATUS	DEV REVISION NOTES
e.g. footstep_material	e.g. dirt	e.g. assign to material textures in-game	wwise implementation	in-game implementation	things developer needs to fix
material	carpet	footstep material switches	03 Implemented	01 Not Implemented	
	metal	footstep material switches	03 Implemented	03 Implemented	
	rock	footstep material switches	03 Implemented	01 Not Implemented	
	sand	footstep material switches	03 Implemented	03 Implemented	
	snow	footstep material switches	03 Implemented	01 Not Implemented	
	wood	footstep material switches	03 Implemented	03 Implemented	
	mud	footstep material switches	03 Implemented	01 Not Implemented	
player_weapon	phasepistol	player weapon switches	03 Implemented	01 Not Implemented	
	burstpistol	player weapon switches	03 Implemented	01 Not Implemented	
	heavypistol	player weapon switches	03 Implemented	01 Not Implemented	
	handcannon	player weapon switches	03 Implemented	01 Not Implemented	

PARAMETER NAME	MIN	MAX	INTEGRATION NOTES
e.g. thruster_speed	minimum value	maximum value	e.g. linked to thruster speed value
mx_volume	0	100	volume of music
sx_volume	0	100	volume of all sound fx. including ingame and menu

STATE GROUP	STATE
e.g. location	e.g. underwater
Location	external internal planet

ISSUE	LOCATION(S)	FIXER	PRIORITY
description of problem	where the problem occurs	who has to fix this?	importance
Missing sound throughout the ship	UI panels		
Arrows are missing sound	Distress signal panel		

IMPLEMENTATION GUIDE

[DIALOGUE]

LINE	TAKES	SELECTS	ALTS	SESSION NOTES
e.g. Get out of the way	e.g. 97a 97b 97c	e.g. a b, 101a	e.g. 101a 101b	e.g. 1st half of a second half of b

ASSET NAME
e.g. dx_character_0000000256
dx_character_0000000256
dx_character_0000000512
dx_character_0000000768
dx_character_0000001024
dx_character_0000001280
dx_character_0000001536
dx_character_0000001792
dx_character_0000002048
dx_character_0000002304
dx_character_0000002560
dx_character_0000002816
dx_character_0000003072
dx_character_0000003328
dx_character_0000003584
dx_character_0000003840
dx_character_0000004096

MISC TIPS:

- A** Temp a game: Simple clicks and SFX to establish needs
- B** Temp music to evaluate mood
- C** Temp dialogue to evaluate wording
- D** Quickly identify holes in your plans
- E** Preparing for cross-platform deployment / localization

TEMP CLICK SFX FILES:

FREE DOWNLOAD

● Location: www.hexanyaudio.com/resources

● Password: “gameaudio”





IN SUMMARY

Agreements

- Work for Hire
- Exclusive
- Non-Exclusive

Workflow

- Source Control
- Asset Tracking
- Temping Game Audio



INTO THE STARS

AN AUDIO POSTMORTEM

Q&A




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