

EVENT	DESCRIPTION	VARIATIONS	LOOP	SPOKEN	CHECKLIST	IMPLEMENTED	FILE NAME	STRUCTURE
UI	User Interface							
UI Tap	Tapping a Menu Button	5			x	X	UI_Tap_(x)	audio\ui\
In Game	During the gameplay							
Victory	Player wins the wave	1			x	X	wave_end_victory_01	audio\in game\
Drill	Drill: Minning Solution Platform							
Explosion	Drill Destroyed	2			x		Explosion_A(x)	audio\drill\
Drill Sound	Drilling sound at work	1	x		x	X	drill_low_01	audio\drill\
Drill Alarm	Out of time	1	x				drill_alarm	audio\drill\
Drill Cannon Shot	Cannon Shot	1				X	Laser_05	audio\drill\
Aliens	Sounds made by alien enemies							
Alien Spawn	Spawn of alien	1			x	X	alien_spawn_(x)	audio\aliens\
Alien Hit	Alien is hit by Cannon	2				X	alien_cannon_hit	audio\aliens\
Slime	"Baby" Alien							
Slime Squash	Sound when alien slime is killed by squash	10			x	X	alien_slime_squash_(x)	audio\aliens\slime\
Mother	Bigger alien "Mother"							
Mother Squash	Sound when mother slime is killed by squash	1			x		alien_mother_squash_(x)	audio\aliens\mother\
Items Shop	Place to buy stuff							
Purchase Ok	Successful purchase	1			x	X	purchase_successful_01	audio\shop\
Purchase Fail	Fail / item not available	2			x	X	purchase_fail_(x)	audio\shop\
Upgrade Sound	Item equipped after purchase	2			x	X	drill_upgrade_(x)	audio\shop\
Music	In Game Music							

Theme	Music in main menu	1					Mineaton_theme	music\
Level 01	Music for Level 1	3	x		x	X	music_level_(x)_loop_(x)	music\level 01
Ambience								
Ambience Level 01	Background sound loop for lvl 1	1	x		x	X	ambience_level_01_loop	