

Workshop Sound List

TO DO (07/04):

Adjustments:

- Properly set up all Workshop curios with result_positive, result_negative, 0_default, and item interactions.
- Reduce many enemy hurt sounds

TO DO (06/04):

Missing:

- marionettef_release
- marionette_full_aggro
- marionette_full_vo_death
- curio events with base game audio
 - Abandoned Trunk
 - Barrel of Oil
 - Mannequin Parts
 - Schematics Board
 - Severed Lower Half
 - Tool Bench

Will need to manually move audio over to new events. Bah.

Adjustments:

- Workshop door open needs to be quieter and with a bit more attack
- Workshop door close needs to be way quieter and with way more Attack (Reaper)
 - Less high end on open
 - Even less high end on the close
 - Less volume on close
- Curios still way too loud?
- Dancer attacks too loud
- Workshop obstacle clearance is way too loud

Bugs:

- marionette_other_marionette_stumble has an invalid GUID (double curl bracket?)

UPDATE (04/04):

Still need to implement curios + dollmaid

- Enemies with multi-spawns need multiple aggro and death vo
- Marionette needs stumble_full
- Positive + Negative curio results??
- Traps need a disarm sound
- Mute bill
- Dollmaid missing 'turn the key' camping skill
- Obstacle removal audio
- Ambience
- Door audio is missing (door_open_workshop)
- Wrong music (?)

Feedback / changes:

Curios kinda loud:

- Broken mirror
- leaking pipe

Enemies:

Some are kind of quiet?

- All of maiden is quiet

New to-do:

- Marionette_aggro_02
- Marionette_aggro_03
- Marionette_full_stumble
- Marionette_full_stumble_miss
- Weaver_aggro_02
- Weaver_aggro_03
- Pressure Plate Disarm
- Busted Pipe Disarm
 - use prop_trap_disarm.wav
- Dollmaid Turn the Key
- Workshop obstacle removal
- Workshop obstacle removal with shovel
 - prop_obstacle_shipwreck
- Workshop door open
- Workshop door close
- Ambience

Total: 143

God damn this is a huge job =n=

Heroes

Dollmaid

Dollmaid Skills (11)

- Charm Aroma
 - Miss
- Clean Cloth
- Plate Throw
 - Miss
- Serve Tea
- Sweep
 - Miss
- Stitch Up
- Thwap
 - Miss

Dollmaid Camping (3)

- Provide Comfort
- Offer Body
- Shine and Polish
- Turn the Key

Monsters

Maiden

Maiden (11)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
- Death
- Attack (Glare)
 - Miss
- Attack (Steam Vent)

- Miss
- Attack (Grab)
- Miss

Maiden Full (3)

- Hurt
- Attack (Flood)
- Miss

Marionette

Marionette (13)

- Appear
 - Appear_01
 - Appear_02
 - Appear_03
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
- Death
- Attack (Whip)
 - Miss
- Attack (Stumble)
 - Miss
- Attack (Grab)
 - Miss

Marionette Full (7)

- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
- Attack (Splits)
 - Miss
- Attack (Whip)
 - Miss

Weaver

Weaver (9)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
- Death
- Attack (Rope)
 - Miss
- Attack (Sting)
 - Miss

Puppetmaster

Puppetmaster Broken (6)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
- Attack (Wail)
- Attack (Flee)

Puppetmaster (16)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
 - Hurt_04
- Death
- Attack (The Stage)
- Attack (Grab)
- Attack (Comedy)
 - Miss
- Attack (Tragedy)
 - Miss
- Attack (Romance)
 - Miss
- Attack (Farce)
 - Miss

Understudy (0)

Dancer

Dancer (16)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
 - Hurt_04
- Death
- Attack (Pirouette)
 - Miss
- Attack (Duet Grab)
 - Miss
- Attack (Crescendo)
 - Miss
- Attack (Staccato)
 - Miss
- Attack (Pianissimo)
 - Miss

Spectre

Spectre (12)

- Aggro
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
 - Hurt_04
- Death
- Attack (Flash)
 - Miss
- Attack (Spank)
 - Miss
- Attack (Possession)
 - Miss

Portalgeist

Portalgeist (11)

- Appear
- Hurt
 - Hurt_01
 - Hurt_02
 - Hurt_03
 - Hurt_04
- Death
- Attack (Grab)
 - Miss
- Attack (Pull)
 - Miss
- Attack (Surprise)
 - Miss

Portalgeist Full (9)

- Attack (Orgasm)
 - Miss
- Attack (Spank)
 - Miss
- Attack (Steal Away)
- Attack (Release)

Curios

Curios (15)

- Abandoned Trunk
- Barrel of Oil
- Broken Mirror
- Fortune Teller
- Inscrutable Mechanism
- Mannequin Parts
- Missing Key
- Pipe Valve
- Pleasure Chair
- Power Lever
- Schematics Board
- Severed Lower Half
- Tool Bench
- Busted Pipe Trap
 - Miss
- Pressure Plate Trap
 - Miss

Yellow means I'm re-using existing audio in the base game!

Ambience

Ambience (1)

- Ambient SFX (Research)

Gonna do this part in 1.79 before release. I think I'd prefer to just have 1.78 out already.

Update: I'm going to re-use the ruins ambience from the base game. It serves the purpose very well already. If I don't like it I can whip up something fun.