

malikania - Documentation #895

Define the sound bank needed for the game

07/19/2018 02:14 PM - Michaël SCHERER

Status:	New	Start date:	07/19/2018
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Assignee:	Michaël SCHERER	% Done:	0%
Category:	assets	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
MFD after:		Branch:	default
MFD revision:		Bookmark:	@

Description

Sounds will be needed for every movements and/or interaction of the game's object.

We can look into the existing Soundbanks on the internet, but we need to pay attention on the right attributed to these : they must be compatible with the ISC license (OpenBSD License) !

Possible sources :

<https://freesound.org/>

<http://www.universal-soundbank.com/>

<https://lasonotheque.org/>

<https://www.audioblocks.com/>