

TOMBRAIDER : ANGEL OF DARKNESS

SFX LISTS –

ZONE 1

Rain downpour

Rain Splashes

Gutter water

Thunder (maybe)

Wind (when you reach the rooftops)

Shutters rattling

Dogs / Cats in distance

Police car siren in distance

Police chopper in distance (to set up the rooftops chopper chase later)

Muted music (for inside the apartment areas, gives the impression of life around Lara)

Muted shouting followed by breaking glass (same as above)

Sounds for interacting with the bin –

Push / Pull

Open lid

Close lid

Sounds for interacting with wooden doors –

Try to open

Open / Close

Sounds for interacting with iron gates–

Try to open

Open / Close

Added background effects when you reach the roof I.E.

Louder dog/cat

Louder police siren