

# Digi-Dodgy®:

## Musics & SFX detailed list

- **SFX sounds:**

1. **UI sounds:**

- Left, right, up and down arrows select buttons.
- X button sound. (select button).
- O button sound (back button).
- SQUARE button sound (replay level).
- Pause menu button sound.
- Pop-up warning sound.

2. **Gameplay sounds:**

- Digi pixelates in
- Digi pixelates out
- Bots pixelate in/out
- MegaOrb collecting. (it should be like DigiOrb collecting but more extravagant).
- Bots error loop.
- Bots kill touch sound.
- HoppyBot jumping sound.
- SpeedyBot direction change sound.
- Digi landing sound.
- BlastyBot: Bronze & Gold fast shooting sound.
- BlastyBot: Silver slow shooting sound.
- Digi & all BlastyBots guns going in and out sound.
- Digi & all Bots bullets hitting a wall sound.
- Digi picking up the DigiBlast pick-up sound.
- Digi gun reappears sound.
- Bots flying sound.
- InvinciBot: malfunction error sound.
- InvinciBot: malfunction hitting a wall sound.
- DigiShield pick up sound.
- DigiShield reappears sound.
- Digi turning in & out of shield mode sound.
- Digi in shield mode sound (loop).

### 3. Boss battle level sounds:

- MegaBot pixelates in/out sound.
- MegaBot hopping sound.
- MegaBot projection sounds.
- MegaBot grunt sound.
- MegaBot eyes colour-changing sound. (swipe-like sound).
- MegaBot speed sound.
- Item/environment pixelating in and out sound.
- MegaBot gun out sound.
- MegaBot fast shooting sound.
- MegaBot slow shooting sound.
- MegaBot really angry shout.
- InvinciBot error spark sound.
- MegaBot turns 50% invisible.
- MegaBot really loud grunt sound.
- Digi turns gold shine sound.
- MegaBot error mode.
- Digi touches the MegaBot kill sound.
- MegaBot death scream sound.

**Musics = 34**

**Variations = 104**

**SFX sounds = 46**