

1.1 Downloading the AudioHero sound assets

You will also need to download the required sound assets from AudioHero.com for this tutorial.

Redemption and signup link:

<https://yoyogames.audiohero.com/signup.php?forward=https%3A%2F%2Fyoyogames.audiohero.com>

1. You need to click the redemption link above and fill out the registration (name, email, and password)
 - a. If they already have an Audio Hero account, they can click “Log In” and log in instead)
2. Click “Sign Up,” and then you will be requested by email to confirm their account
3. Then, once they have confirmed their account by email, they should click on the redemption link again and log in with their details
4. they will then have full access to a list of sound assets for this tutorial, which they can download for free
5. You should download all supplied sound assets (15 in total) to their hard drive
 - a. If asked to choose a file format, you should choose “Download WAV”
 - b. They should create a folder called Sounds and place all sound assets in this folder
 - c. They should move the Sounds folder into the same location on their hard drive as the Sprites folder (as described in [Downloading the art assets](#))

- 📁 Sounds
 - 🔊 snd_fountain
 - 🔊 snd_gameOver
 - 🔊 snd_greeting01
 - 🔊 snd_itemPickup
 - 🔊 snd_itemPutDown
 - 🔊 snd_pop01
 - 🔊 snd_pop02
 - 🔊 snd_seq_bad01_BGM
 - 🔊 snd_seq_bad02_BGM
 - 🔊 snd_seq_bad03_BGM
 - 🔊 snd_seq_good01_BGM
 - 🔊 snd_seq_good02_BGM
 - 🔊 snd_seq_good03_BGM
 - 🔊 snd_townAmbience
 - 📄 snd_townBGM

The complete sound assets after being downloaded from AudioHero

If you need to re-download sound assets after creating an account, they can do so by going to <https://yoyogames.audiohero.com/>