The 5 sounds that were created are played through an airport scene. The first three sounds deal with the sounds of an electronic door.

1. The first sound is the sound of a key card being rejected by the door
2. The second is the door accepting the key card
3. The third is the door locking after the door is opened and then closed
4. The fourth is the sound of an electronic remote device being activated
5. The last sound is the beeping sound that is triggered by the electronic remote device.

The scene is set at an airport and follows the journey of a man from a first person perspective. The sound sequence follows the man through a busy airport. Hearing his footsteps as he approaches a door and swipes a key card. The key card fails the first 2 times. Though is accepted on the third attempt. The door is opened and then closed. The door locks electronically as it closes again. The man enters the room. The walls muffle the background noise. He then activates an electronic remote control gadget that initiates a slow beeping sound that becomes faster and faster. The scene is suggestive of a security breach and then an activation of an explosive device. The man then leaves the room and enters the busy crowds.

The first three sounds deal with the electronic door. The first sound informs the door user that their card was either not swiped correctly or is not for this particular door. Hence it is a associated with a negative signal, i.e. an unpleasant sound that notifies that something has gone wrong. Hence, the assembled notes do not synchronise to produce a pleasant group of notes, and also end on a low note.

The second sound is in a way the opposite to the first sound. The group of notes work well to build up to a high note, leaving a positive ringing note to show that the door has positively identified the key card, and granted access.

The third sound was the door locking. It is a security safety measure to signal that the door has been properly closed and locked. This sound is also a sequence of notes that end on a low note. The design of the sound was so that it could sound as if it rounds off and ends the door opening/closing process.

The fourth sound id the activation of the device. This sound is based on the sound of many futuristic gadgets that activate high tech machines and systems. This sound starts from a low note and reaches a peak and holds slightly to give the user an indication that the gadget has been activated and has come alive.
The last note is a slow to fast beeping sound. Often associated with that of the activation of a time bomb. The speed is a vital part of the sound. Since the sound is at one pitch, speed is what creates the urgency needed to indicate the time left till the explosion. The sound I created is a much shorter and rushed version of this concept. The whole simulation is a compilation of free sound effects and the 5 sounds that were created, compiled together through Audacity. This program allowed for the ordering of sound clips and the editing of volume and other aspects of the sounds brought in.

For the background noise in the simulation, the sound had to be time framed so that the volume could be adjusted when the man went into the room. The concept was to make the background sound with the crowd much quieter when inside the room, and then back to normal levels outside of the room. This needed to be timed simultaneously to the door opening and closing.

The beeping noise also needed to be controlled when the door closed at the end of the scene and the man walked further away from the room. This gave a sense of a 3D space in which sounds/objects were closer and further away from each other.