Filename	Description of Sound (Give Game Context)	Notes (Ideas, Direction, etc.)	Dev Comments	Who is working on this?	Legend
Jump	Jumps, tandom ones			Isaac	Submitted
Mutation	Landing on a square(convertion)			Isaac	Completed, not submitted
Hit_Hurt	Death of squares or hurt of them			Isaac	Work in Progress
FALL	enemies falling from the sky			Isaac	Priority Requested
talking	random squareminion sounds			Isaac	Needs Revision
					Not Used In-Game

Lower Priority sounds below this line

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