

File Name	Category	Description	Status	Notes
BackGroundMusic	Music	Relaxed for period between a fight	Done	By David Fesliyan, Music from https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6
BattleMusic	Music	Intense, fast beat and upbeat	Done	By David Fesliyan, Music from https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6
Forrest Background	Ambient	Bird calls, trees swaying, wind blowing	Done	
Menu Traversal	Interface	low pitch, almost a soft beep	Done	
BuildUp Enemy	FX	Pitch raises quickly and deeper in	Done	
BuildUp	FX	Pitch raises quickly and triumphant	Done	
Critical Hit	FX	High Pitch, rings out like a bell	Done	
CharacterSpeaking	Dialogue	Continuos blips different in pitch and	Done	
Enemy Defeated	FX	Monster groan and thud of body falling	Done	
Health	FX	Parameterized, monitors Health in	Done	
Player is Hit	FX	Player Groan, possible armor clink	Done	
Swing Hit	FX	Air pass but slash/thunk	Done	
Swing Miss	FX	Air passing, quick whoosh	Done	
Walk	FX	Soft thuds, step pattern	Done	