Audio Manager Sounds

Player Sounds

```
FindObjectOfType<ZG_AudioManager>().playDynamicSound("swordSwing");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("swordConnect");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("playerTakeDamage1");
```

UI Sounds

```
FindObjectOfType<ZG_AudioManager>().playDynamicSound("uiNavigate");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("uiSelect");
```

Enemy Sounds

```
FindObjectOfType<ZG_AudioManager>().playDynamicSound("ememyPursuit1");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("enemyTakeDamage1");
```

Other Sounds

```
FindObjectOfType<ZG_AudioManager>().playDynamicSound("boulderBreak");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("gameOver");

FindObjectOfType<ZG_AudioManager>().playDynamicSound("powerupPickup");
```