

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>().playFixedSound("uiNavigate");  
FindObjectOfType<ZG_AudioManager>().playFixedSound("uiSelect");
```

Enemy Sounds

```
FindObjectOfType<ZG_AudioManager>().playDynamicSound("enemyPursuit1");  
FindObjectOfType<ZG_AudioManager>().playDynamicSound("enemyTakeDamage1");
```

Other Sounds

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