All files 48k/24bit WAV

Top and tail files

Bounce at –0.5db

Player\_Footsteps\_Wood\_01\_V1

Who/what\_item/action\_surface\_variation\_version

Other examples:

Weapon\_Medic\_Fire\_01\_v1

UI\_Selection\_01\_v1

Player\_ImpactFromScurrier\_01\_v1

Enemy\_Scurrier\_HitFromPlayer\_01\_v2

Ability\_Gunner\_01\_v1