* Music
  + Tier 1 (Background Music)
    - Home
    - Cave
    - Boss
  + Tier 2 (Sound FX)
    - Home
      * Bird Chirping
      * Water Running
    - Cave
      * Water Dripping
      * “Fog” / Hum
    - Enemy
      * Groan / Growl
      * Death
    - Player
      * Footsteps
      * Basic Attack
      * Ranged Attack
      * Dash Attack
      * Temp Shield
  + Tier 3 (Boss Fight)
    - Boss Attacks
      * Dash
      * Stomp
      * Jump
    - Death