Sorting Layers:  
  
Floor: Should only have the floor in it as the floor is never above anything else.

Active: The player and all enemies.

Environmentals: Walls, boxes, clutter, columns, etc. The moving elements could find themselves behind them but never above them. For example the player will appear behind part of a wall/box/column that is below him (on the y axis) to simulate him being behind the wall/box/column.   
\*\*\*If I want the player to be partially over them as well they would need to share the same sorting layer.

UI - InGame: Life bars, charge bars, weapon chain, etc. Anything that moves with active game elements (player, enemies).

UI - Overlay: If I decide to put the player’s life around the screen, which weapon is in mainhand/offhand.

UI - Menus: Menus that go over everything else.