Files Completed i.e. not placeholder

Menu:

* Menu Music
  + Menu\_Music.wav
* Menu Click
  + Menu\_Click.wav
* Menu Scroll
  + Menu\_Scroll.wav

Foley:

* Ghost Movement
  + Foley\_Action\_Ghost\_Movement\_Walking.wav
* Ghost Phasing Through Walls
  + Foley\_Action\_Ghost\_Movement\_Phasing.wav
* Ghost Blast
  + Foley\_Action\_Ghost\_Interaction\_Blast.wav
* Ghost Pickup
  + Foley\_Action\_Ghost\_Interaction\_Pickup.wav
* Ghost Drop Lead-up
  + Foley\_Action\_Ghost\_Interaction\_Putdown.wav
* Heartbeat Tier 1
  + Foley\_Action\_Human\_Unique\_HeartBeatT1.wav
* Heartbeat Tier 2
  + Foley\_Action\_Human\_Unique\_HeartBeatT2.wav
* Heartbeat Tier 3
  + Foley\_Action\_Human\_Unique\_HeartBeatT3.wav

Ambience:

* Lobby Room Tone
  + Ambience\_RoomTone\_Lobby.wav
* Kitchen Room Tone
  + Ambience\_RoomTone\_Kitchen.wav
* Basement Room Tone
  + Ambience\_RoomTone\_Basement.wav
* Bedroom Room Tone
  + Ambience\_RoomTone\_Bedroom.wav
* Power Off Room Tone
  + Ambience\_RoomTone\_PowerOff.wav

Dialogue: