**In Bold= Completed**

*In Italics= In progress*

Music

* **Menu**
* **Combat**
* **Party background**
* **Stealth**

Combat

* **Knife open**
* **Knife close**
* **Slashing metal**
* **Slashing flesh**
* **Electrocution**
* **Gunshot**
* **Impact gunshot**

Menu

* **Click for select (gunshot)**
* **Switch between options**

Ambient

* **Door open**
* **Door close**
* **Crowd**
  + **Glasses will be incorporated**
* **Glitch**