# In-game audio

* **Footstep loop**
* **Sprint loop**
* **Landing sound – 3 Variations**
* **Crossbow retract**
* **Crossbow fire - 3 Variations**
* Crossbow hit **-** **3 Variations**
* **Grapple hook fire - 3 Variations**
* **Grapple hook retract - 3 Variations**
* **Air movement whoosh - 3 Variations**
* **Environmental ambience**
* **Cool music**
* Clock ding dong
* UI Button sounds (Re-using existing sounds)

# Menu

* Button highlight
* Button click (could totes reuse crossbow/grapple fire)
* Menu music

# Stuff to add to the game itself

* Main Menu
* Layering surfaces so that different impact noises play
* Make a level finish point
* Make crossbow bolts despawn (low priority) •
* Make a cooldown between crossbow shots (REALLY low priority)

# To do:

1. Main Menu
   1. Start Button •
   2. Cinematic Camera •
   3. Quit Button
   4. Sound Settings
   5. Menu Sounds (Button effects)
   6. Visual animations
2. Crossbow Rework
   1. Shooting Animations
   2. Shooting Sound Effects
   3. Remove Old Arrows •
   4. Shoot Cooldown