# In-game audio

* **Footstep loop**
* **Sprint loop**
* **Landing sound 1**
* Landing sound 2
* **Crossbow fire**
* Crossbow hit
* **Grapple hook fire**
* **Grapple hook retract**
* **Air movement whoosh**
* **Environmental ambience (**
* **Cool music**
* Clock ding dong

# If we make a menu

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