**Scene 1: Main Menu & Game Start (Frames 1-2, 64-65)**

The initial LLaVA output over-interpreted the static menu, imagining spacecraft engines.

* **Prompt 1 (Menu Ambience):**

Low, humming sci-fi ambience, gentle synthesized musical drone, ethereal space winds.

* **Prompt 2 (Button Click):**

Clean, futuristic UI button click, high-tech confirmation beep, digital chime.

**Scene 2: Checkered Room - Movement & Combat (Frames 3-46, 50-63)**

This is the core gameplay sequence. LLaVA repeatedly mentions the checkered floor, the gun, and the act of shooting. We can create a base ambient track and then layer discrete sound effects on top.

* **Ambiance (To be used as a base layer or mixed into prompts):**

Empty virtual reality room, sterile ambience, faint electronic hum, distant digital static, hard surfaces with light echo.

* **Player Movement Prompts:**

Solitary footsteps on a hard, resonant floor. Slight scuffing of boots, movement sounds.

* **Weapon Handling & Aiming Prompts:**

Metallic clicks and whirs of a futuristic weapon being handled. Low electronic hum of a powered-on plasma rifle.

* **Shooting & Impact Prompts:**
  + **Simple:** Futuristic laser gun shot, sharp blast, energetic pew.
  + **Detailed:** A sharp, energetic blast from a futuristic plasma pistol, followed by a sizzling impact on a wall. The shot echoes briefly in the empty, hard-surfaced room.
  + **Target Hit:** Impact of an energy bolt on a solid object, crackling sound, material breaking.
  + **Robot Target:** Sound of a laser hitting a metallic robot, high-pitched ricochet, robotic servo motors shorting out with a fizz.
* **Scene with Train (Frames 32, 35):**

A high-tech magnetic train whirring smoothly on a track, low hum of advanced engines. A single, powerful energy cannon fires from atop the train.

**Scene 3: Game Over & Menu (Frames 47-49)**

This section involves the "You Win" screen and the settings menu. The sounds should be purely UI-focused.

* **Prompt 1 (Win Screen):**

Positive, triumphant video game achievement sound, short celebratory musical flourish, UI confirmation chime.

* **Prompt 2 (Menu Navigation):**

Navigating a game menu, series of light electronic beeps and clicks, subtle whoosh sound effect.