*Updated for Build 1 Checkpoint*

[**Generic/Environmental**](#_iefcaho9j8ng) **1**

[**Menu**](#_8kpp9x2pxa2v) **1**

[**Meat Locker**](#_iu6brmsljs9q) **1**

[**Protag**](#_naw6c14194zv) **1**

[**Dennis**](#_ao8uch2nyi51) **2**

[**Master (Hologram)**](#_30oc1nfopzqw) **2**

# 

# Generic/Environmental

Door Opening\* door open.wav

Flickering Lights Ambience

Grill Ambient Noise

# Menu

Dialog Crawl (think Animal Crossing/Sims)

Cancel\* -menu.wav

Accept\* -menu.wav

Menu Movement Ding -menumove.wav

Interact\* - save.wav

Exit\* -menu.wav

# Meat Locker

Save \* save.wav

Door Open \* door open.wav

# Protag

Dialog Crawl

Walking (could be generic - i.e apply to all humanoid characters when moving)

Ingredients:\*ingredient.wav (for now just one sound for each)

Bottom Bun

Top Bun

Lettuce

Tomato

Onion

Cheese

Ketchup

Mustard

Bacon

Sauce

Pickles

Gain Shield

Critical Hit

Enemy is Vulnerable

Enemy is Resistant

Damage

Combat Win\*Jingle.wav

Combat Loss

Combat Start

Run (From Combat)

# Dennis

Dialog Crawl

Dragging

Shaking Hands

Armrest Lock Click

Button Press

Chair Movement\* -chairmove.wav

# Master (Hologram)

Dialog Crawl

Static Buzzing

Appear\*-Master appear.Wav

Disappear\*Master appear.wav

Attack

Tutorial Graphic Appear