# Audio Asset List:

## Menus:

SFX when you hover over a button

SFX when you click on a button

## GUI:

## Game Manager:

SFX when player hits floor (concrete city pavement)

## Characters:

### Player:

SFX when the player shoots a grapple

SFX when the player lands a grapple

SFX when player retracts grapple

SFX when player boosts

SFX when player runs out of boost

Sound when the player moves quickly through the air

### Building

SFX when player hits side of building

### Boost

SFX when player grabs more boost