Sound IDs

Audio Manager Setup:

Playing Audio:
Call the following in the function where you wish the sound to play:
AudioManager.Instance.PlayAudio(int ID, AudioLibraryType.audioLibraryType, bool shouldOverride)

Note: Audio Library Type tells it what Library to get the sound from,

```
public enum AudioLibraryType
{
    Player,
    Horse,
    Music,
    MainMenuSFX,
    MainMenuMusic
}
```

For example AudioManager.Instance.PlayAudio(0, AudioLibraryType.MainMenuSFX,true) -

Will play the click sound from the Main Menu SFX Audio Source and will override any sound playing there.

Another example:
AudioManager.Instance.PlayAudio(1,AudioLibraryType.Player,false) -

Will try to play the sound in index 1 from the Player library , if a sound is already playing it will add it to the queue to play after the sound playing is finished.

MainMenuSFX

ID	Name	Description
0	Click	Plays on any click action on the Main Menu that is not Reset or Confirm
1	Hover	Plays directly from Audio Manager whenever a simple interactable from the main menu is hovered on.
2	Reset	Plays when the player

		selects reset
3	Confirm	Plays whenever a major category is confirmed

MainMenuMusic

ID	Name	Description
0	MainMenuMusic	Not Found Yet

Player

ID	Name	Description
0-7	Tile Footsteps	Footsteps on tiles are randomly selected to play when the player has crossed a certain distance.

Horse

ID	Name	Description
0	Snort/Huff	Plays a random snort/huff with no override every x seconds.
1	Snort/Huff	
2	Snort/Huff	
3	Slight Distress Front	
4	Much Distress Front	If player enters danger zone again within 10 seconds.
5	Slight Distress Back	
6	Much Distress Back	If player enters danger zone again within 10 seconds.

Music

ID	Name	Description