# Effects we can use in our game to influence mechanics. All sourced from the infinity blade effects pack.

|  |  |
| --- | --- |
| Mechanic | Effect |
| Breakable wooden, stone wall and pot objects, | All found in FX\_Breakables |
| Melee combat | All found in FX\_Combat\_Base then Impact |
| Monster death effects | Found in FX\_monsters then FX\_Monster\_Deaths |
| Spray effects | Found in multiple folders but all under spray tag. |