**Gun sounds** – Acknowledgement that the player has fired their weapon.

**Player and enemy hit sounds** – Acknowledgement that the player/enemy has been hit.

**Background music** – Something that doesn’t bore the player.

**Boss death sound** – Acknowledgement that the player has defeated the boss.

**Boss fight music** – Something that is more upbeat and dangerous to keep the player on their toes.

**Jumping sounds** – Acknowledgement that the player has jumped.

**Walking sound** – Sound that lets the player know they are moving

**Player death sound** – Acknowledgement that the player has died

**Enemy death sound** – Acknowledgement that the player has killed an enemy.

**Landing sound** – Acknowledgement that the player has landed.

**Start sequence** – Sound that lets the player know the level has started.

**Health loss noise** – Acknowledgement that the player has lost some health.

**Pickup noise** – Acknowledgement that the player has picked up an item and or health pack.

**Elevator sound** – Acknowledgement that the player has gotten on an elevator

**Platform collision** – Sound that lets the player know they hit the platform.

**Menu screen Music** – Background music that plays while on the menu screen

**Menu selection sound** – acknowledgement that the player has selected a menu item

**Menu Hover sound** – acknowledgement that the players mouse is hovering over a menu item