* BOSS SWORD NOISE
* Health Pickup
* Enter Boss Area(Music)
* Boss(Music)
* Death(Music)
* Regular(Music)
* Enemies:
  + Bat
    - Bat Flying
    - Bat Hits
    - Gets Hit
  + Blade of Death
    - Spinning
    - Blade of Death Hits
  + Turret
    - Projectile Release
      * Projectile Hits
  + TurretHard
    - H Projectile Release
      * H Projectile Hits
  + Turtle
    - Turtle Hits
    - Turtle Buck
* Butt Smash:
  + Walk
  + Run
  + Smash
    - Wind Gust
      * Wind Hits
  + Stomp Feet
    - Rock Fall
  + Gets Hit
  + Death
* Spoder:
  + Walk
  + Poison Shot
  + Bug Release
    - Bug Buzz
    - Bug Poison Shot
  + Gets Hit
  + Death
* Rhino:
  + Walk
  + Charge
  + Easy Hammer Throw
  + Hard Hammer Throw
  + Death
  + GetsHit

* Final(Flying):
  + Flying
  + Swoop
  + Projectile Release
  + Gets Hit
  + Death
* Player:
  + Run
  + Stab
    - Stab Hits
  + Stab 2
    - Stab 2 Hits
  + Slash
    - Slash Hits
  + Double Jump
  + Jump Slash
    - Jump Slash Hits
  + Jump
  + GetsHit
  + Death
* UI
  + Click Noise

http://www.gamefromscratch.com/post/2013/11/19/LibGDX-Tutorial-8-Audio.aspx