**Stormbreakers – SFX List**

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| **SFX Name** | **Completion Status** | **In Game?** |
| Acid Rain | Needs ProTools | No |
| **ArmorActivation** | Finalized | No |
| **ArmorHit** | Finalized | No |
| **BlockSound** | Finalized | No |
| Confirm | Finalized | Yes |
| Dash | Needs ProTools | Outdated |
| **Death Laser** | Finalized | Outdated |
| Death Super | Needs to be Made | No |
| Deny | Finalized | Yes |
| Fall | Needs ProTools | No |
| **Fireball** | Finalized | Outdated |
| Healing Field | Needs ProTools | No |
| Heavy Hit | Needs ProTools | Outdated |
| **Jumping** | Finalized | Outdated |
| Light Hit | Needs ProTools | Outdated |
| Medium Hit | Needs ProTools | Outdated |
| Meter Charging | Needs ProTools | No |
| **Running** | Finalized | Outdated |
| **SpaceBurst** | Finalized | No |
| Special Activation | Needs to be Remade | No |
| Time Special | Needs ProTools | No |
| Vines | Needs ProTools | Outdated |

Note: **Bolded** SFX names are finished and need to be added into the game. They can be found in Stormbeakers/Audio/Sounds (Final)

Note: All SFX needs to have volume equalized through ProTools