Common theme to keep in mind for sound effects: Effects should be loud and recognizable

Armor Active- Way too short and too quiet, should sound like it’s building up

Armor Hit- Should be louder.

Blocked Hit- Solid effect. Fine as it is.

Dash- Pretty good for dash startup

Fireball- Honestly perfect as it is, in my opinion.

Healing- Should be an ongoing, low hum and sound serene.

Heavy Hit- Should just be the hit with no buildup. Should sound more painful than light hit. Drag out the hit for longer.

Jump- Fine as it is

Laser- Louder, identifying start

Light Hit- Just the hit with no buildup.

Running- Good if we want footsteps, but shouldn’t take away from other sounds. Should match footsteps later on.

Space Burst- Grants the right feeling, but sounds off.

Special Activation- Pretty dang good.

Time- Should be a faster sound since it will be used regularly and quickly.

Grabbing- Should sound like a tightened grip against cloth or plastic

Acid Rain- Rain falling

Accept and Decline- Should be simple enough

Throw tech- A sharp noise that calls attention to the situation.