**Audio Asset List for CHARACTER sounds:**

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| Audio Asset | Type | Format | Duration | Short Description |
| Cyborg Step L | Sound Effect | WAV | 1 Second | A short step sound, used for the left step of the Cyborg characters |
| Cyborg Step R | Sound Effect | WAV | 1 Second | A short step sound, used for the right step of the Cyborg characters |
| Health Regen 1 | Sound Effect | WAV | 5 seconds | A short sound that progresses in volume. Designed for when a character regenerates their health |
| Health Regen 2 | Sound Effect | WAV | 5 seconds | A short sound that progresses in volume. Designed for when a character regenerates their health |
| Mech Death 1 | Sound Effect | WAV | 1 second | Used for when a mechanical character is killed |
| Mech Death 2 | Sound Effect | WAV | 1 second | Used for when a mechanical character is killed |
| Mech Death 3 | Sound Effect | WAV | 1 second | Used for when a mechanical character is killed |
| Super Jump 1 | Sound Effect | WAV | 1 second | A comical “whoosh” sound for when characters jump extra high |
| Super Jump 2 | Sound Effect | WAV | 1 second | A comical “whoosh” sound for when characters jump extra high |
| Super Jump 3 | Sound Effect | WAV | 1 second | A comical “whoosh” sound for when characters jump extra high |