Read me

Bat/Cat: find some loops within each audio file, small fade in/out in the beginning and end, each loop is one variation, random select the variations to play.

Ghost Attack: Low pass any outside sound down to 350Hz to 500Hz while player being attacked, trigger the heartbeat and Ghost attack sound, fade in/out.

Ghost moving:

Create a pre-entry and post exit, loop in the middle where there’s no click sound (do little fade in/out).