Music-Intro

* I thought this could be useful if there’s time before the boss fight starts

Music-Main-Loop

* In-progress boss fight music

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Sound Effect Checklist (Top is most important)

Dice rolling sound effect

Projectile impact with boss

Taking damage

Footsteps (x3)

Attack sounds per weapon (6)

- Pistol (x3)

- Knife slash (x3)

- shuriken spread (x3)

- flame burst (x3)

- Gatling gun fire? (x3)

- Bread (x3)

Hand slam attack sound

Boss death sound

Bread hits object sound

Player dies sound

Buzzing of boss wings