UI				
		UI_ButtonHover_01	hovering over a button	
		UI_ButtonClick_01	clicking a button	
		UI_TabPick	picking a tab in the inventory	
		UI_InventoryClick	click a button in the inventory	
		UI_HealthLose	losing health	
Ambience	2d (area)			
	Environment	Ambience_Sea	Sea	
		Ambience_TreesShore	Trees on the shore	
		Ambience_Underwater	Underwater	
		Ambience BambooForest	Bamboo forest	
		Ambience Cave	Cave ambience	
		Antherior_Care	Care and side	
	3d (points)	Ambience_Campfire	Campfire	
	3d (points)	Ambience_BoilingWater		
			Boiling water Birds, owls or whatever	
		Ambience_Birds		
		Ambience_Torch	Torch	
		Ambience_Waterfall	Waterfall	
Player	Footsteps			
		Player_WalkingSand	Walking on the sand	
		Player_WalkingGrass	Walking on the grass	
		Player_WalkingRocks	Walking on the rocks	
		Player_JumpingTakingOff	Jumping – taking off	
		Player_JumpingLanding	Jumping – landing	
		Player_RunningSurfaces	Running on different surfaces	
		Player_Phoenix	Phoenix bird	
		Player_ClothingRustle	Clothing rustle	
		Player_HittingMonster	Hiting the morster	
		Player_Looting	Looing	
		Player_HitByMonster	Getting hit by a monster	
		Player_Dying	Player dies	
NPC				
	Hare	NPC_HareSinging	Hare singing	
		NPC_HareTalking	Hare talking	
	Townsfolk	NPC_ClothingFoley	Clothing foley	
		NPC_TownfolkTalking	Townfolk talking	
		NPC_Townsfolkidle	Townsfolk idle state	
		NPC_TownswolkWorking	Townsfolk working at the field	
Monetore	Plant monster			
morage a	F INTERNATION	Monster_idle	Idle state of the radish monster	
		Monster_GetHit	The monster get hit	
		Monster_Dying	The monster dies	
		Monster_Attack	The monster attacks	
		Michael Politics	THE HALLES BORNES	
Music			optional (you don't have to make those assets)	
mrusic		Music Menu	optional (you don't have to make those assets) menu music	
		Music_Seashore	seashore location music	
		Music_Forest	forest location music	
		Music_Town	town location music	

Event name

Category Sub-cat

Asset name