AUDIO ASSET LIST

* Score
  + Background score for title scene
  + Background score for main game
    - Different for each level?
  + \*\*If we are doing the main room where all the levels are accessed, score for this too
* SFX
  + Collection sound
    - Same for each powerup
  + Use sound
    - Different for each powerup; sound plays when the player uses the powerup
  + Depower sound
    - Plays when the player ditches their current powerup
  + Jump
  + Hits ground
  + Running
  + Sprint
  + Collision (falling rocks?)
  + Ambience SFX
    - Crickets
    - Owls
    - Wind
    - Water
    - Lava
    - Etc.
      * Determined by final level design/artwork
  + Other mechanics (pushing things, triggering events, etc.)
    - * Also determined by final level design/artwork
  + Checkpoints
  + Level completion
  + Empty sound
  + Damage sound
  + Death sound