Red is Charles

* Footsteps
  + Depending on what kind of terrain the player is walking over, can do
    - Parking Garage late at night (1am-2am timeframe)
    - Wooden Floor, maybe empty first floor of Joe’s house
  + Terrains that I know about:
    - Rock
    - Wooden(?) - It could be metal, up to you. Affy didn’t care what the material of the platform was
    - “Boss room is basically rock”
  + Moving through puddles (?) stretch goal, I may not have time to code this
* Water Droplets
  + Sink and/or shower
  + Fountain
* Landing
  + Unclear on what this means - ask Afferton
  + Coming down from a jump on multiple surfaces (rock, wood/metal platform)
* Sword
  + In Air
    - Swinging around shovel - blade side
  + Connecting with Enemy
    - Need to discuss level of graphicness depicted in the game
    - Hatchet in a Watermelon, possibly
    - Hatchet in Wood for non-death hit
  + Hitting an object that is not the enemy.
* Ambient Echo
  + Drain Pipe near Presser
  + Parking Garage late at night (1am-2am timeframe)
* Item Grabbing
  + Likely going to be a short bite, no more than 1-2s depending on frequency of action
* Flying enemy attacks
  + Ball of dark energy - I don’t know how this would sound, get creative
    - Flying through air
    - Hitting an object (could probably be the same sound for anything)
  + Chain w/hook on end - Chains and a metal striking sound (can be the same as other metal contacts, it’s similar material)
    - Moving through air
    - Hitting player
    - Hitting metal/wood
* Boss Attacks
  + Kicking
  + Chain - can be the same as the other chain
    - Big incense holder thing, so I would just assume it’s an unspecific large mass of metal
      * Hitting ground
      * Overhead swing
      * Hitting player
      * Dragging back to himself(my b)
    - Crunching stone sound as it hits the ground(?)
* Metal Sword
  + Materials: Reinforced steel bars (rebar - rustier the better)
  + One Handed
  + Two Handed - like 1h, but with some minor pitch dropping
* Frisbee
  + Flying Sounds
    - Probably some kind of spinning whoosh effect
  + Contact with surfaces
* Main Character movement
  + Lightweight pre-teen boy - ask Grace or Madison about recording some walking and jumping sounds in an environment with little to no outside noise - maybe a parking garage at late hours
* Melee Enemy movement
  + Walking through some kind of really dry plant material, or something sandy/gritty - looks to be of decent size/weight, so can be anyone on the team
* Ranged Enemy movement
  + Flapping cloth, but nothing too strong. Appears to float around, so should try to keep noise to a minimum
* Enemy Damage
  + Flesh - 1h Sword - Watermelon
  + Flesh/Bone - 2h Sword - Watermelon w/ either overcooked tortilla or tortilla chips
  + Frisbee - Plastic thud - throw at a wall inside apartment
  + Candle - Fire crackling, with maybe minor whoosh
* Lokesh
  + Attacks
    - Sword (1H)
      * Obtain √
      * Swing
        + V1 √
        + V2 √
        + V3 √
      * Hit Enemy
        + V1 √
        + V2 √
        + V3 √
        + V4 √
    - Sword (2H)
      * Obtain √
      * Swing
        + V1 √
        + V2 √
      * Hit Enemy
        + V1 √
        + V2 √
        + V3 √
    - Frisbee
      * Obtain √
      * Hit Enemy
        + V1 √
        + V2 √
    - Candelabra
      * Obtain √
      * Swing
        + V1 √
        + V2 √
        + V3 √
      * Hit Enemy
        + V1 √
        + V2 √
        + V3 √
  + Movement
    - Footsteps
      * V1 √
      * V2 √
      * V3 √
      * V4 √
      * V5 √
      * V6 √
      * V7 √
      * V8 √
      * V9 √
    - Landing √
    - Dash √
  + Damage Related
    - Damage Taken
      * V1 √
      * V2 √
      * V3 √
      * V4 √
      * V5 √
      * V6 √
    - Died
      * V1 √
      * V2 √
* Melee Enemy
  + Attacks
    - Side Slash √
    - Overhead Slash √
  + Movement
    - Footsteps
      * V1 √
      * V2 √
      * V3 √
      * V4 √
      * V5 √
      * V6 √
    - Jump
      * V1
      * V2
  + Death
* Flying Enemy
  + Attacks
    - Dark Ball √
    - Chain √
  + Death
    - V1
    - V2
* ~~Boss~~
  + ~~Attack~~
    - ~~Incense Holder~~
      * ~~Collision with ground~~
      * ~~Movement through air~~
      * ~~Hitting player~~
      * ~~Drag along ground to return to boss~~

Stretch:

* + - Failing to Open Door (Wooden)
    - Opening Door