

SOUNDS SETTINGS

▶ Environment :

- ▶ Main background horror sound
- ▶ lock/open gates
- ▶ Key obtained
- ▶ Fire
- ▶ Cathedral's bell

▶ Player:

- ▶ Footsteps
- ▶ Gunshot
- ▶ Damage taken
- ▶ Death

▶ Zombie:

- ▶ Wander
- ▶ Death

