Type	Subtype	Object Name [In Wwise]	AUDIO file name
Soundbank		DCP_the_core Soundbank	
Event	System	Map_Loaded	magic-spell.wav
		Rumble	Alert.wav
		DCP_Enter01	danger-alarm.wav
		DCP_Enter02	warning voice.wav
	Audio - Player	Foot_Player	Footsteps_gravel.wav/footsteps_Tile.wav/
		SplashIn_Player	largesplashes.wav
		SplashOut_Player	largesplashes.wav
		Pain	death-pain.wav
		Jump	jump.wav
		Land	jumping.wav
		ItemMagic	magical-effect.wav
	Audio - Creature	Spawn_Monster	magic-spell.wav
		Grunt_Rhino	Defeated-hellpig.wav
		Foot_Rhino	Footsteps_gravel.wav/footsteps_Tile.wav/
		Pain_Rhino	Defeated-hellpig.wav
		Defeated_Rhino	ogre.wav
		Grunt_Slith	creature roar 1.wav
		Foot_Slith	Footsteps_gravel.wav/footsteps_Tile.wav/
		Pain_Slith	ogre.wav
		Defeated_Slith	ogre.wav
		Grunt_Ogre	Goblin scream.wav
		Foot_Ogre	Footsteps_gravel.wav/footsteps_Tile.wav/
		Pain_Ogre	Goblin scream.wav
		Defeated_Ogre	Goblin scream.wav
	Audio - Weapon	Fire_IceGem_Player	icespellx3.wav
		Fire_PoisonGem_Player	magic-smite.wav
		Fire_Staff_Player	Weapon.wav
		Fire_PoisonGem_Monster	magic-smite.wav
		Fire_Fireball_Monster	fireball_Monster.wav
		End_Fireball_Monster	fireball_Monster.wav
		Hit_Fireball_Monster	fireball_Monster.wav
		DCP_Signal01	spell.wav
		DCP_Signal02	magic_spell2.wav
States	PlayerLife	Alive	
		Defeated	
	PlayerInWater	No	
		Yes	
Switches	Material	Sand	Footsteps_gravel.wav
		Tile	/footsteps_Tile.wav/
		Metal	/footsteps_Tile.wav/
	Foot	Left	
		Right	