Audio Asset List

	Category	Action	Description
1.	Ambience	Outside world terrain	Dreamlike & Eerie Layered with breath
		Cave terrain	Layered of echo of water droplet + wind sound Crystal ding sounds
2.	Character (MC)	Walk	Tapping sounds
		Jump	Character going huh! Followed by a swish sound when the character lifts off into the air
			Surface sounds 1. Ground surface 2. Stone surface 3. Tree surface
		Release power	“Hah!” sound
3.	Character (Female NPC : Blue spirit)	Talking	Whispering echoed voice or layered of high pitched wind chimes
		Disappear / Reappear	Reversed fade sound
4.	Character (Male NPC)	Talking	Hurh hurh sound like an old man with sore throat
5.	SFX	Totem activation from build up of energy to dispersion of the energy	Riser sound followed by layered ‘pui’ sound
		Spikes going up and down	Layered sharp spiky sound with earthy ground sound
		Checkpoint device	Layered magic buildup

		Coin	‘Bling’ sound
		Stone statue rising	Layered of earth ground buildup sound
		Fire shot	“Fuh” sound to replicate fire sound
		Stone explosion	Layered sounds of “boom” and stone falling replicated sound
		Tree rustling	Layered sounds of plastic wrapper being crushed
		Jelly fish thing hovering	Whoosh sound