References

Selection Change & Select:

* Ping: <https://freesound.org/people/DrMrSir/sounds/529559/>

Player Low Health:

* Heartbeat, Regular, Single, 01-01, LOOP: <https://freesound.org/people/InspectorJ/sounds/485076/>
* Heartbeat loop: <https://freesound.org/people/.name/sounds/418866/>

Player Attack & Strong Attack:

* Hit Swing Sword: <https://freesound.org/people/Eponn/sounds/547038/>
* Whoosh: <https://freesound.org/people/qubodup/sounds/60013/>

Player Shoot:

* Bow Release: <https://freesound.org/people/Samulis/sounds/209399/>
* Bow Release (Bow and Arrow): <https://freesound.org/people/Ali_6868/sounds/384915/>
* OWI\_Bow Srting 2: <https://freesound.org/people/matthewHoldenSound/sounds/542517/>

Player Block:

* Tower01: <https://freesound.org/people/skinnytecboy/sounds/241647/>

Player Take Damage:

* Male\_Grunts: <https://freesound.org/people/sketchygio/sounds/144907/>

Player Grab Pickup:

* Drinking Sip Swallow Gasp: <https://freesound.org/people/Stevious42/sounds/259640/>

Player Grab Key:

* Object\_Coins: <https://freesound.org/people/Nox_Sound/sounds/473578/>

Player Break Jar:

* BreakingVase01: <https://freesound.org/people/kingsrow/sounds/194685/>
* BreakingVase02: <https://freesound.org/people/kingsrow/sounds/194684/>
* BreakingVase03: <https://freesound.org/people/kingsrow/sounds/194683/>

Game Open Doors & Press Switch:

* Cell Door 2: <https://freesound.org/people/GoodListener/sounds/322451/>
* Chair Scrape: <https://freesound.org/people/FlashTrauma/sounds/398276/>

Game Spawn Key:

* Foley\_Keys\_Drop\_Tile\_Mono\_NTG4P: <https://freesound.org/people/Nox_Sound/sounds/550339/>