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:

* Spell\_00: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270409/>
* Spell\_01: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270396/>

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/>

Enemy 1 Take Damage/Defeated:

* Neigh1: <https://freesound.org/people/acclivity/sounds/19494/>
* Neigh2: <https://freesound.org/people/acclivity/sounds/19812/>
* Neigh3: <https://freesound.org/people/acclivity/sounds/19813/>

Enemy 2 Take Damage/Defeated:

* Bellowing deer - Animal - Nature: <https://freesound.org/people/IchBinChrist/sounds/407631/>

Enemy 3 Take Damage/Defeated:

* FX\_Orc: <https://freesound.org/people/ForTheHorde68/sounds/407356/>

Enemy 3 Shoot:

* Fireball Cast 1: <https://freesound.org/people/LiamG_SFX/sounds/334234/>

Boss Take Damage/Defeated:

* Young Bull Mooing: <https://freesound.org/people/soundslikewillem/sounds/367544/>
* Bull Bellow: <https://freesound.org/people/acclivity/sounds/50669/>

Boss Shoot:

* Fireball: <https://freesound.org/people/qubodup/sounds/442827/>
* Exhale: <https://freesound.org/people/ryansnook/sounds/103568/>

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/>

Game Victory:

* Success Fanfare Trumpets: <https://freesound.org/people/FunWithSound/sounds/456966/>
* Level Win: <https://freesound.org/people/Tuudurt/sounds/258142/>
* Level Up 01: <https://freesound.org/people/rhodesmas/sounds/320655/>
* Level Up 03: <https://freesound.org/people/rhodesmas/sounds/320657/>
* Success 02: <https://freesound.org/people/rhodesmas/sounds/320652/>
* Success 03: <https://freesound.org/people/rhodesmas/sounds/322930/>
* Success 04: <https://freesound.org/people/rhodesmas/sounds/322929/>
* Win 02: <https://freesound.org/people/rhodesmas/sounds/320775/>
* Jingle\_Achievement\_00: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270404/>

Game Defeat:

* Failure 01: <https://freesound.org/people/rhodesmas/sounds/342756/>
* Incorrect 01: <https://freesound.org/people/rhodesmas/sounds/322931/>
* Disconnected 02: <https://freesound.org/people/rhodesmas/sounds/322894/>
* Spell\_02: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270397/>
* Spell\_03: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270394/>
* Spell\_04: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270395/>

Music:

* Disconnected 01: <https://freesound.org/people/rhodesmas/sounds/322895/>
* Success 02: <https://freesound.org/people/rhodesmas/sounds/320652/>
* Jingle\_Win\_00: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270402/>
* Jingle\_Lose\_00: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270403/>
* Epic Orchestra Music: <https://freesound.org/people/Migfus20/sounds/560449/>
* Underground Ambient: <https://freesound.org/people/theojt/sounds/510800/>
* Cinematic Battle Song: <https://freesound.org/people/theojt/sounds/510953/>
* The Demon with Wings: <https://freesound.org/people/SquashedSkinner/sounds/565025/>
* Elementary Wave 11: <https://freesound.org/people/Erokia/sounds/183881/>
* Small Adventurers (music loop): <https://freesound.org/people/ShadyDave/sounds/471510/>
* Emotional Background Music Orchestra (Adventure Type): <https://freesound.org/people/Migfus20/sounds/560457/>
* Fantasy Background Music (Loop): <https://freesound.org/people/Migfus20/sounds/561394/>