References

UI Select:

* Wooden Hover: <https://freesound.org/people/BenjaminNelan/sounds/321082/>

UI Confirm:

* Wooden Click: <https://freesound.org/people/BenjaminNelan/sounds/321083/>

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 Walk & Enter Door:

* Footsteps on Stone: <https://freesound.org/people/Fission9/sounds/521590/>

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/>

Game Spawn Key:

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

Game Victory:

* Jingle\_Achievement\_00: <https://freesound.org/people/LittleRobotSoundFactory/sounds/270404/>

Game Defeat:

* 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/>

Title Music:

* Small Adventurers (music loop): <https://freesound.org/people/ShadyDave/sounds/471510/>

Dungeon Music:

* Underground Ambient: <https://freesound.org/people/theojt/sounds/510800/>

Menu Music:

* Elementary Wave 8: <https://freesound.org/people/Erokia/sounds/523222/>
* Elementary Wave 9: <https://freesound.org/people/Erokia/sounds/521302/>
* Elementary Wave 11: <https://freesound.org/people/Erokia/sounds/183881/>

Boss Music:

* Epic Orchestra Music: <https://freesound.org/people/Migfus20/sounds/560449/>
* Epic Trailer Background Music: <https://freesound.org/people/Migfus20/sounds/560454/>