**SOUNDS**

Reference sounds are taken from freesound.org. The general sound effects for each level are shown in the following table.

|  |  |
| --- | --- |
| **Sound Effect** | **Track** |
| Running | Running.wav |
| Animagus transformation | Animagus.mp3 |
| A new level has been acquired | LevelUp.wav |
| A new spell has been acquired | SpellAcquired.wav |
| A puzzle has been solved | PuzzleSolution.wav |
| A potion has been drunk | Potion.wav |
| Minerva’s death | Death.wav |

Reference background music is taken from Spotify, below there is the reference to a special playlist created for the project.

*https://open.spotify.com/playlist/45dSH3RwMeS3H4Zs1bi6Hz?si=ycxnc6vaQdu7CppEtYJumA*

The table shows the minutes to be taken into account for the references.

|  |  |
| --- | --- |
| **Music’s title** | **Minutes** |
| The Mystic | 00:00 – 02:08 |
| Winterspell | 00:00 – 01:20 |