*Suppose you wanted to add a sound effect that plays whenever the door opens. Would you add the nodes that play the sound effect to the subgraph? Explain and justify your choice.*

The first thing I would do is alter the Door Animation subgraph to pass through the animation value as its output. This allows for the opportunity for two different sound effects depending on whether door was opened or closed. I would extend the flow from the output of the Door Animation subgraph into a conditional node. This will include the Boolean data from the output. With this information, the node can determine whether the door is being opened or closed. Depending on the state, the flow will lead into a node that plays the audio effect. This will have to require a variable containing the audio source. In summary, I would not add the sound effect logic to the subgraph, but rather to the main graph. I believe the subgraph, titled Door Animation, should strictly remain for the animation. The sound effect player shouldn’t require much more logic and can be contained in the main graph. For readability, I would add a note documenting the process of the audio nodes.