

Sound Category	When it's used	What it's used for	Description	How to create it	Duration	Type of file	
(eg UI, player movement)		(eg build mood, give user feedback)	(eg beep, melody)	(eg record sample on audacity and edit, compose on keyboard)	(eg 1-2 seconds, 30seconds)	loop	point
UI	Button Press	Give user feedback that input has been received	Light beeps	Synthesise in nanostudio, edit on audacity	~1 seconds		X
UI	Opening Screen	Introduce game while title screen displays, build mood	Uke strum intro	Record uke sample, edit if needed	~5 seconds		X
Player	When player walks	Improves immersion, adds to feeling of travelling in the space	Soft footsteps on wooden floor	Record foley sample with mic, edit in audacity	~5 seconds	X	
Player	When player hower over an object	Makes it clear the item interactable	Low beep	Synthesise in nanostudio, edit on audacity	~1 second		X
Music	When player first enters room to find themselves trapped	Adds tension and drama, exaggerates characters feeling of shock and surprise	Dramatic melody (dun dun duun)	Find similar music online, try and replicate myself or edit existing piece to be better suited (if the permissions allow)	~5 seconds		X
Music	As player is trying to solve puzzles	Adds to mood of the room, makes player feel unsafe	Creepy, nice sounding but dark, like a broken record player	Find similar music online, try and replicate myself or edit existing piece to be better suited (if the permissions allow)	~3 mins	X	
Music	When player solves a puzzle	Celebrates the player, adds to the 'ah-hah' moment and satisfaction from solving puzzle, confirms they did the right thing	Triumphant mini-melody, like trumpets that play in other games but more theme relevant	find similar music online, try and replicate myself or edit existing piece to be better suited (if the permissions allow)	~3 seconds		X
Music	When player gets a puzzle wrong	Lets the player know they need to try again	Sad mini melody, 'wa wa wahh' type sound	find similar music online, try and replicate myself or edit existing piece to be better suited (if the permissions allow)	~3 seconds		X
Object interaction	Show locked door as chains rattle	Communicate to the player that they're trapped	Heavy metal chains clinking together	Record foley sample using jangling keys with mic, edit in audacity	~2 seconds		X
Object interaction	As timer counts down	Adds to tension, exaggerates that it's time sensitive	Tic toc of an old clock	Record sample of clock ticking, edit	~10 seconds	X	
Object interaction	As player tears poster down	Shows the poster is being removed, adds immersion, more satisfying for player	Sound of paper ripping, crumpling	Record sample of newspaper being crumpled and ripped, edit	~3 seconds		X

Object interaction	As player discovers the dumbWaiter and buttons come back to life	Shows that it still works, suggests it'll be important	Recharging noise, electronic buzz building in nosie	Synthesise in nanostudio, edit on audacity	~5 seconds		
Object interaction	As numbers are entered into safe	Gives feedback that user input was received	Electronic beep	Synthesise in nanostudio, edit on audacity	~1 second		X
Object interaction	When safe unlocks	Tells user they successfully solved the first puzzle	Mechanical unlocking clunk sound, along with triumphant music described previously	Record foley sample using an old lock and key with mic, edit in audacity	~3 seconds		X
Object interaction	When recipe book opens	Adds immersion	Sounds of paper sliding, heavy cover hitting the table	Record foley sample using an old book with mic, edit in audacity	~2 seconds		X
Object interaction	When player picks up a note	Adds immersion	Crumpled paper sound	Record foley sample using newspaper with mic, edit in audacity	~3 seconds		X
Object interaction	When player puts eggs in bowl	Adds immersion, shows it was successfully added	Egg cracking sound	Record foley sample using an egg with mic, edit in audacity	~2 seconds		x
Object interaction	Player putting dry ingredients into bowl	Adds immersion, shows it was successfully added	Soft muted flumph noise as flour hits bowl	Record foley sample using flour with mic, edit in audacity	~2 seconds		X
Object interaction	Player putting mix into cake tin	Adds immersion, shows it was successfully added	Piping type noise	Record foley sample using cake mix with mic, edit in audacity	~3 seconds		X
Object interaction	Opening oven	Shows it was opened	2 part - click of mechanism unlocking, then metallic creak as it opens	Record foley sample using my oven with mic, edit in audacity	~3 seconds		X
Object interaction	Putting cake tin on shelf	Shows it was properly placed	metallic scrape of tin against wire rack	Record foley sample using metal baking trays and racks with mic, edit in audacity	~3 seconds		X
Object interaction	Setting temperature and timer on oven	Shows response is being received and that they've been set	Clicking noise as cogs are turned, high pitched beep when player sets it	Synthesise in nanostudio, edit on audacity	~5 seconds	X	X
Object interaction	Oven is done	Shows that cake is ready to come out	Old fashioned egg timer noise	Record foley sample using an old egg timer with mic, edit in audacity	~2 seconds	X	
Object interaction	Cake is revealed to be burnt	Shows they made the cake incorrectly	Sizzle noise, on top off wa-wa-wah music of a failed puzzle	Make a sample on keyboard, edit	~3 seconds		X
Object interaction	Cake is well cooked	Shows they made the cake correctly	Order up style ding, like an old diner	Make sample on keyboard, edit	~3 seconds		X

Object interaction	Piping icing	Shows icing is being piped	Wet piping noise	Record foley sample using piping bag with mic, edit in audacity	~5 seconds	X	
Object interaction	Put cake in dummy waiter	Shows it was correctly placed	Sound of glass sliding onto wood	Record foley sample using glasses on countertops with mic, edit in audacity	~3 seconds		X
Object interaction	Cake being sent up the dumbwaiter	Adds immersion, makes it seem like its really being moved up	Sound of ropes sliding, wooden mechanics	Record foley sample with mic, edit in audacity	~3 seconds	X	
Object interaction	Keys being dropped for release	Adds immersion, draws attention to the keys	Sound of keys jangling	Record foley sample using keys with mic, edit in audacity	~2 seconds		X