

Sound	Description
arrow	Plays when an archer shoots an arrow
cannon shoot	Plays when a cannon shoots a cannonball
cha-ching	Plays when a player buys and places a tower
Dragon death	Plays when a dragon is killed
Dragon growl	Plays when a dragon spawns
Dragon wings flaps	Plays throughout when the dragon is going through the path
Game over 8bit	Plays an 8bit sound effect when the player runs out of health and the game is over
Goblin death	Plays when a goblin is killed,(this was a crop from goblin laugh)
Goblin laugh	Plays when a goblin is spawned
hit	Play every time a projectile from the towers hits the enemies
Metal clang	Plays when the player places a new construction
Skeleton death	Plays when a skeleton is killed
Skeleton walk	Plays throughout when a skeleton goes through the path
Medieval Shop by Stingray Production	Looped throughout the whole game, background music

Some sounds may need to be adjusted at volume since they can either be too loud or too quiet