Sounds

air vent movement: <https://freesound.org/people/Ev-Dawg/sounds/336355/>

<https://freesound.org/people/davilcol/sounds/404090/>

air vent sound: <https://freesound.org/people/kiefspoon/sounds/339322/>

enemy steps: <https://freesound.org/people/InspectorJ/sounds/336598/>

character movement: <https://freesound.org/people/movingplaid/sounds/76187/>

<https://freesound.org/people/RedRoxPeterPepper/sounds/420252/>

<https://freesound.org/people/Taira%20Komori/sounds/215009/>

<https://freesound.org/people/qubodup/sounds/60009/>

<https://freesound.org/people/denao270/sounds/346373/>

music: <https://freesound.org/people/stk13/sounds/121980/>

<https://freesound.org/people/Setuniman/sounds/133422/>

getting spotted: <https://freesound.org/people/danielnieto7/sounds/135613/>

<https://freesound.org/people/InspectorJ/sounds/387158/>

<https://freesound.org/people/Grubzyy/sounds/422724/>

treasure pickup: <https://freesound.org/people/jalastram/sounds/386577/>

<https://freesound.org/people/zivs/sounds/433770/>

<https://freesound.org/people/TreasureSounds/sounds/332629/>

<https://freesound.org/people/Davidsraba/sounds/347174/>

<https://freesound.org/people/suntemple/sounds/253172/>

<https://freesound.org/people/LeMudCrab/sounds/163452/>

<https://freesound.org/people/SamsterBirdies/sounds/368492/>