Sounds

air vent movement: <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/>

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

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