**First sprint sounds:**

***Control panel:***

Steady sound before everything changes

* Sound for slider

*Sand:*

Sand moving on the table

***Terrain lever:***

Lever being pulled

*Level being build*

* Shutters closing
* Shutters opening
* Tune indicating level is being build
* Tune indicating level is done
* (lever to start position)

Player looking at controls

* Pop up sound
* Little sound when player presses buttons