Audio									
Туре	Code	Description		Links			Priority	Do list	
SFX	SFX_Button_01a	SFX when a button is pressed	HnP	Ref	Miro	Drive	High	YES	
	SFX_PickUpPiece_01a	SFX when a piece of painting is collected	HnP	Ref	Miro	Drive	High	YES	
	SFX_PlacedPiece_01a	SFX when a piece of painting is placed in the right spot	HnP	Ref	Miro	Drive	High	YES	
	SFX_WrongPiece_01a	SFX when a piece of painting is placed in the wrong spot	HnP	Ref	Miro	Drive	High	YES	
	SFX_PuppetDialogue_01a	SFX when the puppet talks*	HnP	Ref	Miro	Drive	High	YES	* https://acedio.github.io/animal
	SFX_DoorOpening_01a	SFX when the glass door is being opened	HnP	Ref	Miro	Drive	High	NO	
BG	BG_Museum_01a	BG music during the game	HnP	Ref	Miro	Drive	High	YES	
			HnP	Ref	Miro	Drive	High	NO	