

Basic footsteps	
Different background for steps based on Grass/Ground	<ul style="list-style-type: none"> <li>– Shuffle effect on grass, different effect for lying down (lower pitch)/standing up, occasionally lowers pitch of noise for very short time</li> <li>– Clipping effect on ground, matching cartoon-y style. No background effect when crawling on ground, one higher, followed by one lower, looped. Quieter than grass effect.</li> </ul>
Squeaky effect when crawling: matches cartoonish atmosphere	– High pitched sound that fades quickly, reverbing at lower frequency at each loop. Plays once evry 1.5 seconds (ish, 3 repeats per loop)
Very quiet sound when stading up/lying down (but not crouching) (similar to footstep sound)	
Multiple sounds on roll	<ul style="list-style-type: none"> <li>– Link grunts, quite cartoonish and high pitched, matches child-like character design and atmosphere</li> <li>– Multiple grunts when rolling, some higher pitched, some lower.</li> <li>– Whoosh effect, like swinging rope, whe rolling.</li> <li>– Different effect at end of roll depending on terrain, flatter sound on ground, chopping sound on grass.</li> </ul>
Squeal when picking up pig	<ul style="list-style-type: none"> <li>– Same effect looped 3 times, growl to mid pitched squeal, quickly reverbed out at lower pitch</li> <li>– Grunt effect added as background to footsteps when holding pig, same effect each time</li> <li>– 2 squeals (same squeal as before) when dropping/throwing pig, first plays as pig bounces, second as pig lands.</li> <li>– Plays when Links hands impact with the wood during climbing animation</li> </ul>
Light tap effet when climbing wood	
Cry when Link jumps. Drowned out impact when landing, muffled effect similar to that of slumping a large piece of cloth (but faster) with background effect of terrain	
Harp-like strum when interacting with NPC.	<ul style="list-style-type: none"> <li>– Followed by higher pitched "rising" strum when dialogue starts to appear in text box.</li> <li>– Lower pitched "falling" strum when dialogue finishes in text box. Combine for great audio-visual feedback</li> <li>– Mid pitched single tone slightly reverbed noise when pressing button to advance text. Matches with the stereotypical interaction noise found in vast majority of games, so user can easily identify what the sound is for.</li> <li>– Different longer noise plays when reaching the end of the NPC's dialogue. Same effect plays when closing the reward screen.</li> <li>– Jovial jingle joins jolly jives to jam-out justified guerdon.</li> </ul>
Much stronger rustle effect when moving through tall grass	
Light tapping effect, much lighter than the clapping effect on ground, when walking on stone.	
NPC running makes waggle sound effect, effect between high and low pitched noises parrallel with words "tick tock"	
	– This helps produce comedic effect and amplifies child imagery of the NPC.
Jingle plays when picking up Rupee, similar to Harp-like effect used in dialogue	