**Needed SFX**

Character

* Walking/Running/Rolling (subtle) X
* Arms Launching x
* Breathing in/out X

Other objects

* “Glow” of memories/body parts x
* Pushing sound X
* Scale moving X
* Memories disappearing x
* Objects falling over/down

Environment

* Wind X
* Drones (maybe, might clash with music) x
* Fire sounds X
* Ground breaking in
* Leaves falling