New Sound Implementation

BC\_Cell\_Door\_01 : Open cage for Stephen and Nema

BC\_Water\_Spray\_01 : Spray with water

BC\_Access\_Denied\_01 : Access denied prompt on computer

BC\_Coffee\_01 : Trigger when click ‘make coffee’

BC\_Nona\_Reject\_01 : Trigger when Nona rejects food (or kills you I guess)

BC\_Nema\_Accept\_01 : Trigger when Nema accepts food/likes something

BC\_Nema\_Reject\_01 : Trigger when Nema rejects food/kills you

BC\_Door\_Screech\_01 : Trigger when opening the window to Stephen’s cage

BC\_Alarms\_01 : For when the alarm goes off

BC\_Take\_Item\_01 : Take coffee, take pen, take timer, etc

BC\_Pour\_01 : Add milk/cream to coffee

BC\_Loading\_Dock\_01 : Loading Dock doors open

BC\_Lightswitch\_01 : Lightswitch in Nona enclosure

BC\_Stephen\_Pos\_01 : Same as the old one but normalized

BC\_Stephen\_Night\_01 : Stephen saying Night’s name

BC\_Stephen\_Stephen\_01 : Stephen saying his own name

BC\_Stephen\_Protec\_01 : Stephen saves you and asks what to do next

BC\_Stephen\_Help\_01 : Stephen asks you for help