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