

SFX Triaged List

Ambient Sounds:

1. Room Tone

- <https://freesound.org/people/lwdickens/sounds/268999/>

Player Sounds:

1. Dies

a. https://freesound.org/people/SRJA_Gaming/sounds/543255/

2. Hurt

a. <https://freesound.org/people/sharesynth/sounds/341245/>

3. Attack

a. <https://freesound.org/people/V-ktor/sounds/435417/>

Enemy Sounds:

1. Enemy 1: Cactus

a. Attack (1)

i. https://freesound.org/people/Ali_6868/sounds/384911/

b. Dies

i. https://freesound.org/people/SRJA_Gaming/sounds/543255/

c. Hurt (2)

i. <https://freesound.org/people/Halgrimm/sounds/156895/>

2. Enemy 2: Rubber Duck

a. Attack (1)

i. <https://freesound.org/people/deraj/sounds/202230/>

b. Dies

i. https://freesound.org/people/SRJA_Gaming/sounds/543255/

c. Hurt (2)

i. <https://freesound.org/people/Halgrimm/sounds/156895/>

3. Enemy 3: Eyeball

a. Attack (1)

i. <https://freesound.org/people/mattfinarelli/sounds/533146/>

b. Dies

i. https://freesound.org/people/SRJA_Gaming/sounds/543255/

c. Hurt (2)

i. <https://freesound.org/people/Halgrimm/sounds/156895/>

Boss Enemy Sounds:

1. Boss 1: Small Eggplant
 - a. Attack (1)
 - b. Dies (2)
 - c. Hurt (2)
2. Boss 2: Medium Eggplant
 - a. Attack (1)
 - b. Dies (2)
 - c. Hurt (2)
3. Boss 3: Large Eggplant
 - a. Attack (1)
 - b. Dies (2)
 - c. Hurt (2)