**SFX Triaged List**

**Ambient Sounds:**

1. Room Tone

* https://freesound.org/people/lwdickens/sounds/268999/

**Player Sounds:**

1. Dies
   1. https://freesound.org/people/SRJA\_Gaming/sounds/543255/
2. Hurt
   1. https://freesound.org/people/sharesynth/sounds/341245/
3. Attack
   1. https://freesound.org/people/V-ktor/sounds/435417/

**Enemy Sounds:**

1. Enemy 1: Cactus
   1. Attack (1)
      1. https://freesound.org/people/Ali\_6868/sounds/384911/
   2. Dies
      1. https://freesound.org/people/SRJA\_Gaming/sounds/543255/
   3. Hurt (2)
      1. https://freesound.org/people/Halgrimm/sounds/156895/
2. Enemy 2: Rubber Duck
   1. Attack (1)
      1. https://freesound.org/people/deraj/sounds/202230/
   2. Dies
      1. https://freesound.org/people/SRJA\_Gaming/sounds/543255/
   3. Hurt (2)
      1. https://freesound.org/people/Halgrimm/sounds/156895/
3. Enemy 3: Eyeball
   1. Attack (1)
      1. https://freesound.org/people/mattfinarelli/sounds/533146/
   2. Dies
      1. https://freesound.org/people/SRJA\_Gaming/sounds/543255/
   3. Hurt (2)
      1. <https://freesound.org/people/Halgrimm/sounds/156895/>

**Boss Enemy Sounds:**

1. Boss 1: Purple Eggplant
   1. Attack (1)
      1. https://freesound.org/people/micahellis/sounds/530528/
   2. Dies (2)
      1. https://freesound.org/people/cabled\_mess/sounds/350987/
   3. Hurt (2)
      1. https://freesound.org/people/Sjonas88/sounds/538541/
2. Boss 2: Golden Eggplant
   1. Attack (1)
      1. https://freesound.org/people/micahellis/sounds/530528/
   2. Dies (2)
      1. https://freesound.org/people/cabled\_mess/sounds/350987/
   3. Hurt (2)
      1. https://freesound.org/people/Sjonas88/sounds/538541/

**Screen Sounds:**

1. You Win Screen
   1. https://freesound.org/people/Fupicat/sounds/527650/
2. You Lose Screen
   1. https://freesound.org/people/danlucaz/sounds/517764/