Start scene – start-scene

Phase 1 bgm – phase1

Phase 2 timer bgm – phase2-timer-song

Winning stage prelude – final-reveal

Winning stage background sfx claps – cheer

Characters

~~Jump – jump~~

bump into each other – bumped

~~Knock on the door – knockknock~~

Pick up candy sound – boing

Store candies in candy bank – store-candy

objects/building

Level three house is ready – level3house-ready

Dog house – ghost dog

Environment

Individual firework – firework

UI

Hover on option – menu select

Confirm selection – confirm-option1-laugh