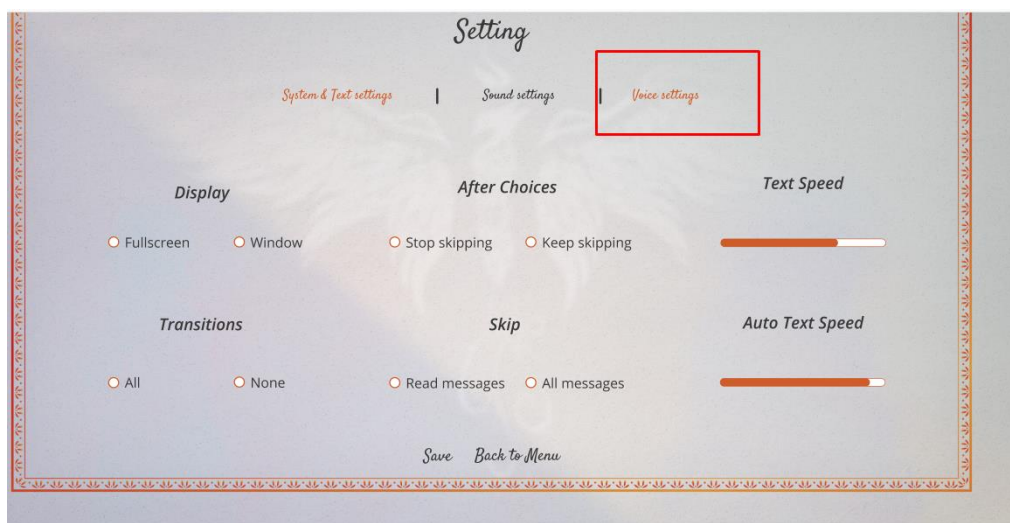
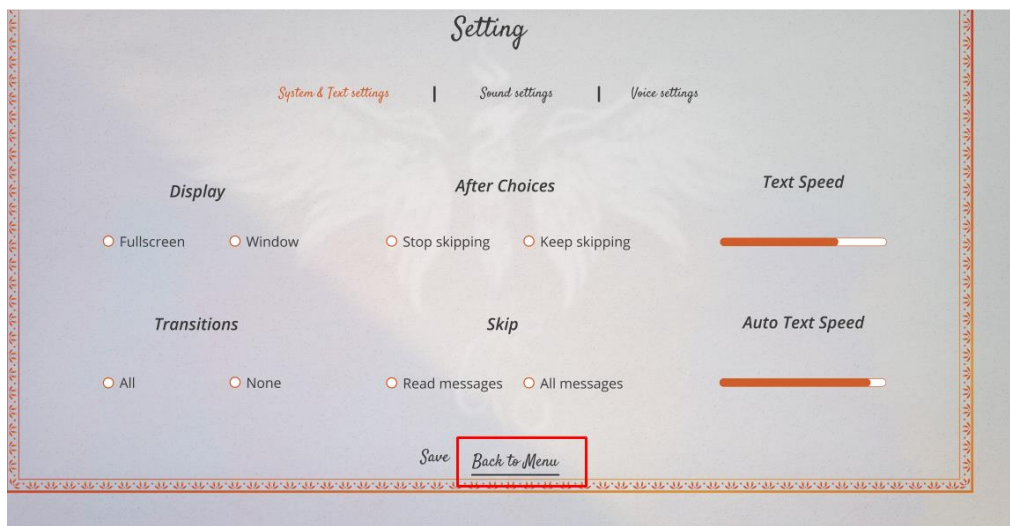
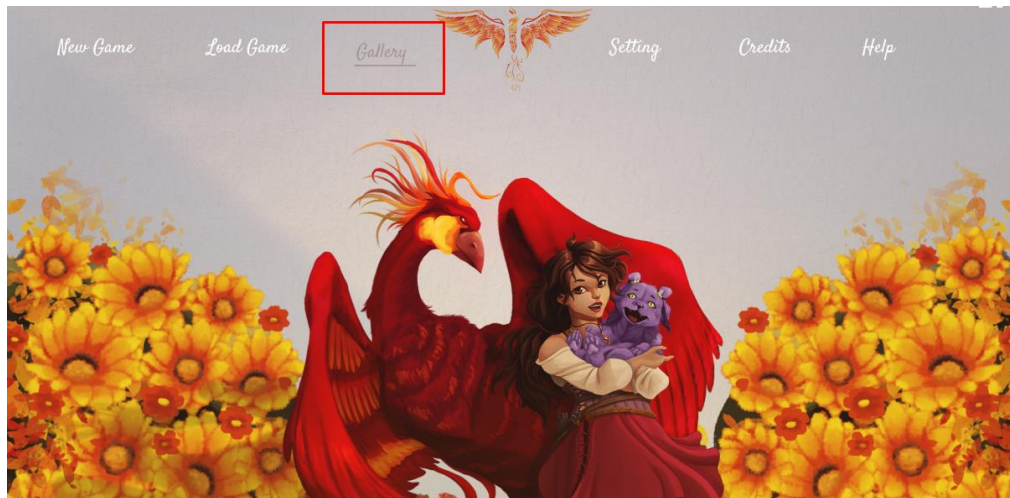
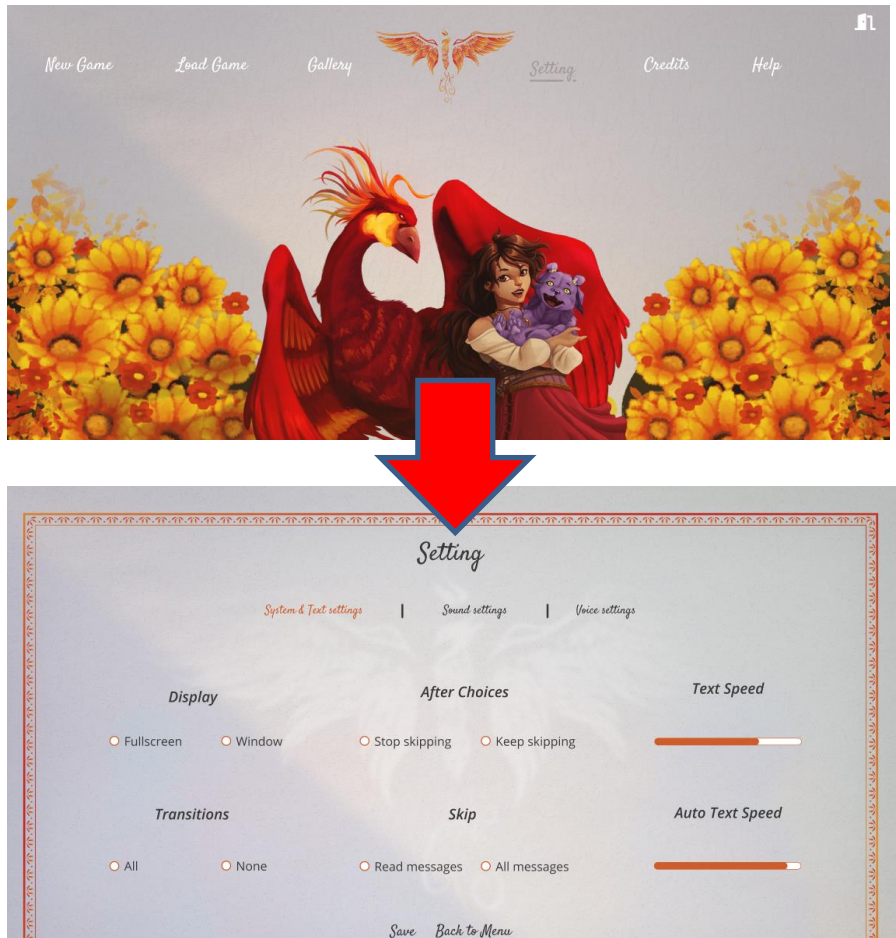


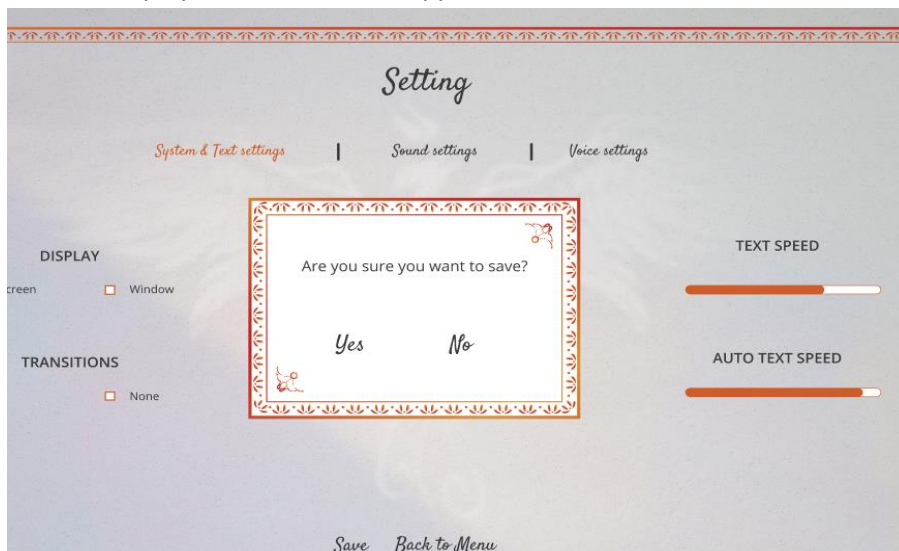
- 1) mouse hover - plays when mouse **hovers** over sth clickable that changes its color or moves downward
example:



- 2) on mouse button down - plays on **clicking** sth clickable
- 3) screen changes – plays after action that causes screen to change to another:

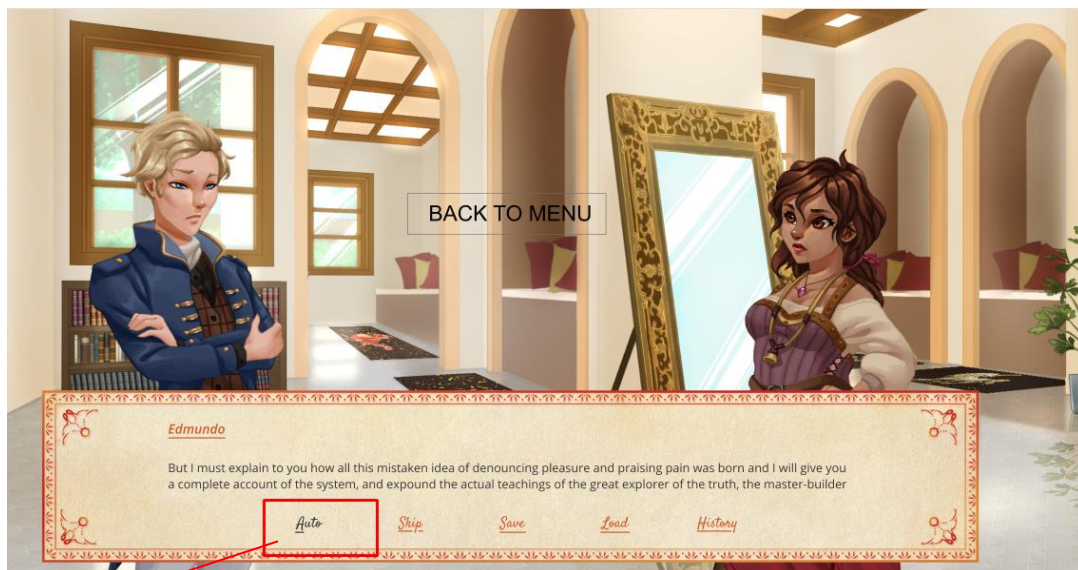


- 4) text slides- plays when a text box appears on screen





Exception!: after the game starts we should hear only sound for clicking. Mouse hover should not be applied there so it wouldn't disturb player



No „mouse hover” sfx! And no „text slides” sfx when new dialogue box appears!