Sound-

Background Music-

Jungle, Slow, Quest’ish, Calm, Calculated - reference: cut the rope / other puzzlers

Fireball:

On stage enter

On hit

Snake-

Hiss

Catapult-

Boioioing’ish

Branch-

Wood creaking when moving to either side

Spiked branch-

Stabbing like sound

Geyser-

Whoosh, dubbable

Slipping branch-

Silent slipping (inbar, what is the green? goo?)

Eagle-

Cliche eagle sound(when sloth is hit by it)

Nest-

Overlapping baby bird sounds (when sloth is hit by it)

Sloth-

Collecting fly (eating/yum/enjoyment)

Bop on the head (cute grunt)

When hit (sort of ouch)

When dead?

When finishing a stage (woo/woohoo)

When lifting slowly on geyser (slow woah)

When hurled by catapult( aaahaa)