| item | When to use | Reference done? |
| --- | --- | --- |
| Win sound | * The player passes the level | yes |
| Lose sound | * A water ball hits a mineral * The player loses the level | Not needed |
| Water splash sound | * A water ball reaches the stream | yes |
| Dirt sound | * Anytime dirt is dug | yes |
| Music | * During gameplay | Not needed |
| Button click | * Anytime a button is clicked | yes |
| minecart | * Whenever a minecart is moved | yes |