

Audio Sounds

Unity Asset Store

For UI sounds, I suggest picking them from Freesound

For themes, AudioJungle is recommended

Ambient: Music:Sound FX:

Menu Music AND Store Music: "7. Track 7" from "8Bit Music - 062022"

<https://assetstore.unity.com/packages/audio/music/8bit-music-062022-225623>

Levels Music

Level 1 Music: DHSFX - Fantasy Videogame Music - RPG Soundtracks: Into The Dungeon

<https://assetstore.unity.com/packages/audio/ambient/fantasy/fantasy-videogame-music-rpg-soundtracks-174830>

Attributions: Credit to [DHSFX](#); Soundcloud profile (

<https://soundcloud.com/dhsfx/sets/fantasy-videogame-music-rpg>)

As this is a free sound pack, all I ask is that you please provide credits to myself and a reference to my Soundcloud profile (

<https://soundcloud.com/dhsfx/sets/fantasy-videogame-music-rpg>) if you are using these ambient sound assets in your game!

Level 2 Music: DHSFX - Fantasy Videogame Music - RPG Soundtracks: The Grasslands

<https://assetstore.unity.com/packages/audio/ambient/fantasy/fantasy-videogame-music-rpg-soundtracks-174830>

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Level 3 Music: DHSFX - Fantasy Videogame Music - RPG Soundtracks: Village Outskirts

<https://assetstore.unity.com/packages/audio/ambient/fantasy/fantasy-videogame-music-rpg-soundtracks-174830>

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Level 4 Music: DHSFX - Fantasy Videogame Music - RPG Soundtracks: Cathedral Lagoon
<https://assetstore.unity.com/packages/audio/ambient/fantasy/fantasy-videogame-music-rpg-soundtracks-174830>

Attributions: Credit to [DHSFX](#); Soundcloud profile (
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Level 5 Music: "1. Track 1" from 8Bit Music - 062022
<https://assetstore.unity.com/packages/audio/music/8bit-music-062022-225623>

Attributions: Credit to [GWriterStudio](#)

You can use my music **Commercial & Non-Commercial**.

Credit is not a must but If you give me credit I will be appreciated.(GWriterStudio)

Do not resell/claim my music

Playing levels sounds: RPG Essentials Sound Effects - FREE!
<https://assetstore.unity.com/packages/audio/sound-fx/rpg-essentials-sound-effects-free-227708>

Attributions: Credit to [leohpaz](#)

Game UI navigation sounds: FREE Casual Game SFX Pack
<https://assetstore.unity.com/packages/audio/sound-fx/free-casual-game-sfx-pack-54116>

Attributions: Credit to [Dustyroom](#)

The audio effects can be used in your game at any stage and of course are suitable for prototyping and game jams. All the sounds were **professionally recorded, synthesized and processed** with techniques that we usually use for our games. To be notified about updates and future packs, feel free to follow us on Twitter [@_dstm](#).

Menu and in game store navigation sounds: Free UI Click Sound Pack

<https://assetstore.unity.com/packages/audio/sound-fx/free-ui-click-sound-pack-244644>

Attributions: Credit to [SwishSwoosh](#)

Free UI Click Sound Pack is used in any type of game genre.

Whether you're creating a mobile or PC game, these sounds will help make your video game feel polished and professional. Enjoy your free pack!

Slime dies and level restarts: https://freesound.org/people/cabled_mess/sounds/350983/

Attributions: Credit to [cabled_mess](#)

Level complete: <https://freesound.org/people/jivatma07/sounds/122255/>

Attributions: Credit to [jivatma07](#)

Log in music: <https://freesound.org/people/Nochoice/sounds/716254/>

Attributions: Credit to [Nochoice](#)