categories:

0. walking

1. picking an object
2. releasing an object
3. moving small/big objects
4. pressure plates
5. doors
6. glitching (for the last level)
7. menu sounds
8. other: plugging a hole, setting things on fire/ burning, heating up

best - i think the sound suits the best

good - good, but not good enough

meh - the sound is so-so