Sources:

* Freesound.org (need account to download)

**NOTE: need to figure out looping sound files in Unity**

**(for background sounds like light forest noises, traffic, etc)**

✔ = complete (in Google Drive)

**\*\*UI ACTIONS\*\***

✔- menu button being pressed (open/close)

✔- menu selection

- background music for level selection

**\*\*SIMPLE USER ACTIONS\*\***

✔- jumping and landing

- squirrel noises (getting hit, random noise, etc)

**\*\*ENVIRONMENTS\*\***

✔- birds chirping, forest noises

✔- bushes rustling

✔- moving on grass

✔- stepping on a tile

✔- gate opening

✔- success sound (completed puzzle or collected acorn)

- ~~squirrel collected acorn (sound of acorns falling?)~~

✔- water spray (fire hydrant)

✔- city noises background