



## Mini Craft & Survival SFX Pack



Step into the immersive world of crafting and survival with the “**Mini Craft & Survival**” Sound Effects Pack, your ultimate toolkit for enhancing **sandbox, adventure, and survival games**. This extensive collection of high-quality, royalty-free sound effects is designed to breathe life into every aspect of your game, from resource gathering to intense combat scenarios.

### What's Inside?

Thoughtfully curated and organized into essential categories to streamline your development process:

- **Crafting & Resource Gathering:** Experience crisp interactions with wood, stone, and metal; authentic sounds of mining, breaking, and chopping; and detailed audio for crafting processes, including smithing, building, tailoring, and smelting.
- **Combat & Survival:** Equip your characters with combat-ready weapon swings, impactful hits, and realistic damage effects. Additionally, immerse players with sounds of cooking over an open fire, setting and triggering traps, and hunting activities.
- **Movement & Ambience:** Enhance realism with footsteps on various surfaces and ambient sounds tailored to different biomes, such as jungles, forests, oceans, and deserts.



- **User Interface & Interactions:** Refine the user experience with tactile UI clicks, item pickups, inventory management sounds, and additional details like drinking, eating, and trap setting.

**Creator's Note:**

“With this audio pack, the objective was to make a cute and immersive sound pack for a survival game, teeming with warmth and character. To capture this feeling, the recorded sounds include a mix of different noises, like the metal, wood, stones, water, dirt etc. Each sound is designed to make the experience of creating, collecting, and exploring the game world more enjoyable. We focused a lot on making sure that every interaction felt lively. To create this sound experience, we mixed natural sounds with careful design choices to keep everything clear and fun to listen to. The methods we used included adjusting sound peaks, adding warmth to the sound, shaping frequencies, and layering sounds together—all aimed at keeping things clear while creating a friendly and welcoming feel.”

**Credits:**

**Sound Designer:** Zlatan Hulić

**Supervisor:** Ercüment Subaşı