

Music Tracks		Ambience & Environmental Loops		Gameplay SFX		UI & Menu Sounds		Character / Vocal Cues		Miscellaneous (Optional)	
Description		Description		Cooking / Station Sounds							
Main Menu Theme	upbeat, jazzy street tune with a food-cart rhythm	Street ambience (daytime)	chatter, traffic hum, footsteps	Grill start (button press → gas ignition)		Hover click		Player effort grunts (lifting, cooking)		Barking dog in background	
Gameplay Loop (Daytime)	cheerful, fast-paced cooking beat	Street ambience (evening)	crickets, light traffic	Grill sizzle loop (meat cooking)		Press click (different from hover)		"Order up!" line (vendor callout)		Ice cream truck distant jingle	
Gameplay Loop (Evening)	slower, lo-fi street ambience	City park ambience	birds, light breeze, faint children playing	Grill flip / tongs click		Menu open/close "whoosh"		"Next!" line (vendor)			
Shop/Upgrade Screen Music	light funk groove with cash register chimes	Wind loop	subtle for transitions	Toasting bun start sound		Tab change "pop"		"Hotdogs! Fresh and hot!" (vendor idle bark)			
End-of-Day Summary Theme	calm victory jingle transitioning to recap music			Toaster "ding" (done)		Upgrade purchased "cash register ring + sparkle"		Customer idle lines (low-volume chatter)			
				Condiment squirt (ketchup/mustard)		Achievement unlock chime		Customer complaint ("Too slow!" / "Gross!")			
				Chopping / knife slice (for toppings)		Pause/resume soft whoosh		Customer praise ("Perfect!" / "Delicious!")			
				Scoop / spoon (chili, coleslaw, etc.)		Save / load confirm chime					
				Layer placement (each topping)							
				Hotdog "assembled" success sound							
				Customer Interaction							
				Customer arrival chime							
				Customer mumbling order							
				"Hmm" / "Oh yeah!" happy reaction							
				"Ugh" / "Hey!" angry reaction							
				Coin drop (payment)							
				Cash register "cha-ching"							
				Customer leaving footsteps							
				Voice mumble loop (crowd murmurs when busy)							
				Order System							
				Timer ticking / subtle urgency cue							
				Order complete jingle							
				Order failed buzzer							