

Main Menu + Credits Scene

- Button clicking sound
- Credits creepy song
- White Noise

Normal Room Scene

- Walking on wood
- Nice warm jazz track
- Lovely bird sounds from outside
- Picking up water bottle
- Drinking sound and after swallowing sound (like when you finish drinking water after you're really thirsty and you do that "HA" sound)

Nightmare Room Scene

- Walking on creaky creepy wood
- Creepy, distorted jazz track (dissonant)
- Crow sound from outside
- Creaky door opening
- Lights flicking sound

Skyscraper Scene

- Wind
- Walking on glass
- Glass cracking sound
- Walking on stone (top of buildings)
- Walking on metal (top of buildings)
- Climbing on metal sound (like monkey bars)
- Crane moving sound
- Crane's platform falling sound
- Platforms sliding sound (metallic robotic platforms moving)
- Walking on weak unstable fragile plants
- Wooden planks falling
- Falling on metal sound
- Creaky door opening

Clown Scene

- Clown laughing (we need like 6 or 7 different ones)

- Walking on grass/dirt
- Carrousel spinning (rusty)
- Lights flickering
- Clown running (crawling very fast like a maniac)
- Swing swinging (creaky rusty sound/ scary)
- Clown doll sounds (laughing, saying “mama” or just come up with a phrase a clown doll would say)
- Clown saying, “bye bye” (make it scary/ idk almost like Gollum from LOTR or the clown from It)
- A clown saying, “can you bring me that balloon?”
- Same thing as the previous one but this time it’s a lady and it sounds perfectly normal. SO asking the same question
- Walking on wooden floor
- Amusement Park music but haunted type
- Jump scare sound (like after the build-up there is always a “BAM” type of sound”. Also do various takes)
- Clown screaming like a maniac (also need several kinds/ different takes)
- Music box type of music but creepy
- Old scary music (use tip toe through the tulips by Tiny Tim, as a reference)
- Lights on sound (like the buzzing from lamps)
- Creaky door opening
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Corridor Scene

- Walking on carpet
- Walking on wooden floor
- Creaky door opening
- Picking up playing card
- Putting down card
- Light flickering sound
- A song that gets more and more tense as the time goes by (let’s have one with 3 minutes and another with 5)
- We need a track that always plays the same sequence of beats. The sequence is 1 beat and then 3 beats

**Feel free to add more sound effects if you want. Use videos
as reference and inspiration.**