

Summary			Reproducibility	
At the specific place of the "Swamp_Dungeon_2" location, sound "croak.wav" starts to "stack" on top of each other, causing distortion effect			5/5	
Description			Attachments	
At the location "Swamp_Dungeon_2" player can trigger "break" of croaking frogs sound "croak.wav", that located in the center of the tree at the beginning of the location. Few of the same audio objects begin to stack on each other - causing distortion sound effect. This sound stops when you walk out of the sound radius.			bridge.png	https://youtu.be/qge07nGWxjl
			tree.png	bushes.png
Steps to reproduce			Severity S2	
1	Launch the game			
2	Click on the menu button "Town"			
3	Start adventure at the "Swamp_Dungeon_2" location			
4	Go until the end of the bridge, where you spawned			
5	Go to the left from the big tree, in the center, that you can see on the attached screenshot -> "tree.png" attached	https://drive.google.com/file/d/1i9ChhXHYO4Jvrz_XZ8NwcNFqtZu6fEi3/view?usp=sharing		
6	Go through the bridge besides this tree, then go to the bridge on the left side. See the screenshot "bridge.png" attached	https://drive.google.com/file/d/1snJFCOpym-EDhLSEIE1J-GPRLwoX4WdJ/view?usp=sharing		
7	After you pass the bridge - go into the bush, that is in the water, near the only tree here "bushes.png" attached	https://drive.google.com/file/d/1WTd89fztsYzTZ2__XBWQsMplnDjm0kEU/view?usp=sharing	Probability P2	
8	Stay here for a 3 seconds, now you can hear "strange" croacking sound, that comes from the big tree in point 2 of these steps			
Expected result			Priority P3 - High	
"croak.wav" stays stable, no matter player position			Environment	
			PC Build from steam	
Actual result			Affected version	
At the specific place of the "Swamp_Dungeon_2" location, sound "croak.wav" starts to "stack" on top of each other, causing distortion effect			1.0.2.2	
			Build number	
Video - LINK			1.2.3.4	