

- Dizzy Effect: Every time the ball is dizzy, play this effect
- Marble breaking: Self-explanatory, but when marble breaks, play this sound\
- Marble colliding with other Marble 1: Play when a marble collides with another marble
 - If possible, I also want to have this sound effect have an adjustable volume based on how hard the marble hits the other marble.
- Marble colliding with slinky: Play when marble collides with slinky
 - If possible, I also want to have this sound effect have an adjustable volume based on how hard the marble hits the slinky.
- Marble colliding with wall 1: Play when the marble has a significant collision
 - If possible, I also want to have this sound effect have an adjustable volume based on how hard the marble hits the wall.
- Marble fall: When the marble falls after a set height, play this sound.
- Marble rolling: When marble is moving, play this sound
 - If possible, I also want to have this sound effect have an adjustable volume based on how fast the marble is rolling
- Respawn: Respawn