1. Directional
   1. Location pings
   2. Ambient (direct.)
2. Constant
   1. Ship
      1. Rudder
      2. Engine
   2. Spoken cues
      1. Commands
         1. Get to objective
         2. Go to new objective
      2. Information about status
         1. Descending
         2. Turning
         3. Objective behind
         4. On target
         5. Idle Sounds
            1. If player stationary for a while:

Give explicit command on where target is

* + 1. Eventual commands
       1. Target locked
       2. Firing missile
          1. Missile launched
          2. Target hit/missed
       3. Crash imminent
  1. Ambient (const.)
     1. Water rushing
     2. Waves breaking on sub
     3. Underwater