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
            1. “Commencing decent at 30 degrees”
         2. Turning
            1. “Right full rudder”
         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
          1. “Weapons are armed”
          2. “Tubes three and four are ready”
       2. Firing missile
          1. Missile launched
          2. Target hit/missed
       3. Crash imminent
          1. “Collision imminent”
  1. Ambient (const.)
     1. Water rushing
     2. Waves breaking on sub
     3. Underwater