Custom Addition to Project 1

We decided to add Sound effects as our custom feature to the game.

We have 4 different sound effects each playing when a specific event occurs.

The first sound plays at the start of the game, alongside the opening animation.

The second sound plays when the opponent fires at your ships and it misses.

The third sound plays when the opponent fires at your ship and it hits.

The final sound plays when the game ends and the closing screen appears.