Menu sounds/ Trashman sound will be implemented later

Fish:

* **fishSpotsFood** when fish spots food
* **fishEating** when fish collides with trash
* **fishDies** playswhen fish dies

Movement:

**fishmanSelect** when player presses on fishman

* **charging loop** starts playing
* when player releases **jump is played**
* when player lands **fishmanlanding**

If powered up:

* **chargingLoopWithPowerUp** is played instead of **charging loop** when a power up is used on the next jump
* **powerupgone** is played when power up disappears

Collect Trash/ Power Ups:

* Fishman collides with trash: **CollectTrash** plays
* If the trash object that just got collected ends up in the UI and is used for the next power up **addItemToInventory** is played
* If power up gets created **createPowerUp** is played

Power-ups:

* Net:
  + **NetSet** when net is instantiated
  + **NetTrashImpact** played when trash collides with net
* Bubble pack:
  + **BubblePack** played when player jumps with bubble pack active
* Air Trap:
  + **AirTrapDeploy** when air trap is instantiated
  + **AirTrapActivate** when trash collides with air trap
  + **AirTrapDeactivated** when air trap arrives at the top

Background:

* WaterBackgroundSound
* Music