Changes from Sonic Dom

# Bug fixes

* Fixed boss music being too loud.
* Fixed bug where foreground object would appear in front of the UI.
* Fixed bug where getting 2 ring TVs at the same time would only give you 10 rings instead of 20.
* Fixed bug where if you got some rings but not others then died, those rings would spin out of sync with each other.
* Fixed bug where the Game Over screen would loop continuously instead of restarting the game afterwards.
* Fixed bug where the drowning sound would sometimes play twice.
* Fixed bug where boss would look like you were hitting it before you enter.
* Fixed bug where Sonic would sometimes get stuck at the edge of platforms.

# Enhancements

* Added explosion animation when mobs are killed.
* Allowed the use of A, D or Space keys for jump and level select instead of just A key.
* Allowed the use of W or Up keys for look up and climb ladder instead of just Up key.
* Allowed the use of S or Down keys for crouch and spin instead of just Down key.
* Made shield look transparent.
* Added death sound and death animation.
* Added spin and jump sounds.
* Made it so when you press a switch it makes a sound and the switch looks like it has been pressed.
* Allowed the game window to be resized or maximized when in windowed mode.
* Added splash sound when Sonic enters water.
* Added chain to Seabed boss.
* Made spike ball look 3D.
* Level layouts have been tweaked.
* Performance improvements.
* Made window title display game name and act instead of score
* Made it so that ladders can only be entered from the bottom and exited from the top
* Made the UI more readable
* Changed Future Zone's music from "Jack Trammell - Neosphere" to "Walk Home - Solar" due to copyright.