Concept sound

1. **Level complete sound**-when the player wins the level, this should evoke happiness and triumph.
2. When the player pushes a buttons, they want to have a sound that gives them the information that they have pushed the button.
3. Sound when the player uses stardust in game.
4. Sound when the player buys stardust in game.
5. Background music on the start screen.
6. Background music on the level selector.
7. Background music on the level themselves.
8. When players select a level in the level selector.