This game uses these sounds from freesound:

For projectile:

[Single Pistol Gunshot 3.3.wav](https://freesound.org/people/morganpurkis/sounds/392229/):

<https://freesound.org/people/morganpurkis/sounds/392229/>

by morganpurkis (<https://freesound.org/people/morganpurkis/>)

Musket Shot.wav:

<https://freesound.org/people/mlsulli/sounds/234869/>

by mlsulli (<https://freesound.org/people/mlsulli/>)

[Short Explosion.wav](https://freesound.org/people/animationIsaac/sounds/207322/):

<https://freesound.org/people/animationIsaac/sounds/207322/>

by animationIsaac (<https://freesound.org/people/animationIsaac/>)

(projectile drops in the water)

[Stream Bed Natural Glitch](https://freesound.org/people/tran5ient/packs/12038/) » [splash9.wav](https://freesound.org/people/tran5ient/sounds/190085/):

<https://freesound.org/people/tran5ient/sounds/190085/>

by tran5ient (<https://freesound.org/people/tran5ient/>)

For background sound:

[kijjaz - Sea Waves 01](https://freesound.org/people/kijjaz/sounds/172601/):

<https://freesound.org/people/kijjaz/sounds/172601/>

# by kijjaz (<https://freesound.org/people/kijjaz/>)

# [SEA, calm WAVES, SEAGULLS and DUCKS, BOAT motor: https://freesound.org/people/Laplume/sounds/266182/](https://freesound.org/people/Laplume/sounds/266182/)

# by Laplume (<https://freesound.org/people/Laplume/>)

[Sound Effects by Andrew Holman](https://freesound.org/people/amholma/packs/20980/) » [Waves Up Close 3](https://freesound.org/people/amholma/sounds/376805/):

# <https://freesound.org/people/amholma/sounds/376805/>

# by amholma (<https://freesound.org/people/amholma/>)

# For character:

# [Impacts](https://freesound.org/people/Adam_N/packs/9172/) » [Body fall 2.wav](https://freesound.org/people/Adam_N/sounds/325269/):

# <https://freesound.org/people/Adam_N/sounds/325269/>

# by Adam\_N (<https://freesound.org/people/Adam_N/>)

# Hurt 1 – (Male), Hurt 2 – (Male) and Hurt 3 – (Male):

# <https://freesound.org/people/Christopherderp/sounds/342229/>

# <https://freesound.org/people/Christopherderp/sounds/342230/>

# <https://freesound.org/people/Christopherderp/sounds/342231/>

# by Christopherderp (<https://freesound.org/people/Christopherderp/>)