**AUDIO CHECKLIST**

**MENU SOUNDS**

* **Play Button** (To Be Implemented)
* **Settings, How to Play and Quit Buttons** (To Be Implemented)
* **Level Select Buttons** (To Be Implemented)
* **Random Level Button** (To Be Implemented)

**GAME SOUNDS**

(General Sounds)

* **Turn Change** (To Be Implemented)
* **Score Increased** (To Be Implemented)
* **Score Decreased** (To Be Implemented)
* **Timer ‘Tick’** (To Be Implemented)
* **Timer ‘5 Second Warning’ Tick** (To Be Implemented)
* **Time Up** (To Be Implemented)
* **End of Game/Player ‘X’ Wins Jingle** (To Be Implemented)

(Cannon/Projectile Sounds)

* **Cannon Turning** (To Be Implemented)
* **Cannon Firing** (To Be Implemented)
* **Projectile Bouncing** (To Be Implemented)
* **Projectile Hitting Red Tile** (To Be Implemented)
* **Projectile Hitting Green Tile** (To Be Implemented)
* **Projectile Hitting Target** (To Be Implemented)
* **Projectile Destroyed (Hitting Wall when out of Reflections)** (To Be Implemented)
* **Projectile Hitting Power-Up Tile** (To Be Implemented)

(Other Sounds)

* **Green Tile Destroyed** (To Be Implemented)
* **Target Destroyed** (To Be Implemented)
* **Power-Up Ends** (To Be Implemented)

**MUSIC**

* **Menu Music** (To Be Implemented)
* **Level 1 Music** (To Be Implemented)
* **Level 2 Music** (To Be Implemented)
* **Level 3 Music** (To Be Implemented)
* **Level 4 Music** (To Be Implemented)
* **Level 5 Music** (To Be Implemented)
* **Level 6 Music** (To Be Implemented)
* **Level 7 Music** (To Be Implemented)
* **Level 8 Music** (To Be Implemented)
* **Level 9 Music** (To Be Implemented)
* **Level 10 Music** (To Be Implemented)
* **Level 11 Music** (To Be Implemented)
* **Level 12 Music** (To Be Implemented)