**AUDIO CHECKLIST**

**MENU SOUNDS**

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

**LEVEL SOUNDS**

(Cannon Sounds)

* **Turning** (To Be Implemented)
* **Firing** (To Be Implemented)

(Projectile Sounds)

* **Reflecting** (To Be Implemented)
* **Hitting Red Tiles** (To Be Implemented)
* **Hitting Target** (To Be Implemented)

(Target Sounds)

* **Target Destroyed** (To Be Implemented)

(Tile Sounds)

* **Green Tile Breaking** (To Be Implemented)

(Timer Sounds)

* **Ticking** (To Be Implemented)
* **‘5 Second Warning’ Ticking** (To Be Implemented)
* **Time Up** (To Be Implemented)

(Score Sounds)

* **Point Gained** (To Be Implemented)
* **Point Lost** (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)
* **End of Game/Player ‘X’ Wins Jingle** (To Be Implemented)