Death enemy=

<https://opengameart.org/content/big-explosion>

death player:

<https://opengameart.org/content/death-sounds-0>

laser sounds:

<https://opengameart.org/content/sci-fi-laser-fire-sfx>

<https://opengameart.org/content/lasershootingsx>

<https://opengameart.org/content/laser-rifle>

deflection:

<https://opengameart.org/content/metal-click>