**PLANNED**

**Features:** Implementation of sound in the game

**Feature Description**: A buzzer that plays in the options menu and in game

* Allows users to increase and decrease volume
* Allows users to play sound
* Volume is persistent between screens
* Sound will play if car hits something

**COMPLETED**

**Features:** Buzzer plays and volume can be increased and decreased

**Feature Description**:

* Users can increase and decrease volume
* Users can play sound
* Volume is persistent