* Music
* We want the music to be lively and fit the cartoony style of our game.
* Music in:
* Ocean
* Aquarium
* River
* Space
* Levels ambience
* Ocean music

1. Aquarium music

* River music

1. Space music

Main Menu

* Catchy melody
* Win Screen:

1. Level music fades out, winning sound effect plays

* Sound effects
* We want sound effects that can fit our crazy cartoony theme.
* warnings
* Sound effects list:
* Sword:
* Throwing the sword

Picking up the sword

* Piercing a Player
* Piercing an Object
* Player:
* Player dashing
* Hazards:
* Ocean:
* Ocean ambient music
* Pufferfish popping sound
* Aquarium:
* Breaking glass
* Water Leaks
* Oxygen pump
* Maybe bubble noises when e.g a shell opens and releases bubbles
* River:
* Objects falling
* Objects hitting players
* River flowing noise