

# Improvements

- Lower bubbles behind background in menu to hide pop in
- Make bubbles have random rotations/spawn various sprites
- Make fish move in a wave motion instead of 1 direction
- Make selected button easier to read
- Make title more of a logo
- Remake lock and selected level outline
- Make transition between scenes (fade to black/soundeffect)
- Switch jump particles to world space
- Make movement in fixed update
- FIX TURRET IT'S NOT RIGHT
- Make falling move camera faster
- Make jellyfish sound have smaller area
- Make jump sound have multiple that switch between
- Make respawn play soundeffect
- Make waterline allow player to jump above water or remove
- Indicator where hand prints are
- Tutorial Level
- Gated area for checkpoint (unlock through getting all hand prints placed before gate)