Ten Improvements

1. Added beginning cutscene with dialogue
2. Added more dialogue to original ending
3. Added a new ending with dialogue
4. Added SFX to character dialogues + extra music tracks
5. Added keyboard control functionality for menus
6. Added particle effects to player movement and end level trees
7. Added a side level 1 (accessible at the end of level 2) with extra narrative
8. Added a side level 2 (accessible at the end of level 3) with extra narrative
9. Fixed menu inconsistencies
10. Added a final level