

```
let cooldownUntil = 0;
const playedForRun = new Set<string>();
let audioEl: HTMLAudioElement | null = null;

export function ensureOceanAudio(volume: number) {
  if (!audioEl) {
    audioEl = new Audio("/audio/ocean-wave.mp3");
    audioEl.preload = "auto";
  }
  audioEl.volume = Math.max(0, Math.min(1, volume));
}

export async function playOceanOncePerRun(runId: string, volume: number) {
  const now = Date.now();
  if (playedForRun.has(runId)) return;
  if (now < cooldownUntil) return;

  ensureOceanAudio(volume);

  try {
    await audioEl?.play();
    playedForRun.add(runId);
    cooldownUntil = now + 20_000;
  } catch {
    // Browser may block autoplay; ignore for prototype
  }
}
```