```
Arcade::IRenderComp
 + virtual ~IRenderComp
 ()=default
 + virtual std::size t
  getId() const = 0
      Arcade::IMusic
+ virtual ~IMusic()=default
+ virtual const std::
string \& getPath() const = 0
+ virtual bool getLoop
() const =0
+ virtual void setLoop
(bool loop)=0
+ virtual bool getIsPlaying
() const =0
+ virtual void setIsPlaying
(bool isPlaying)=0
+ virtual float getVolume
() const =0
+ virtual void setVolume
```

(float volume)=0