

```
class MusicManager {
+instance: MusicManager&
+currentMusic: Mix_Music*

+getInstance(): MusicManager&
+~MusicManager(): void
+playMusic(file: const char*, loops: int = -1): void
+toggleMusic(): void
+stopMusic(): void
}
```

```
class Game {
+instance: Game&
+userWantsMusic: bool
+window: SDL_Window*
+renderer: SDL_Renderer*
+currentTexture: SDL_Texture*
+running: bool

+getInstance(): Game&
+~Game(): void
+loadImage(imagePath: std::string): void
+render(): void
+handleEvents(): void
+isRunning(): bool
+renderInitialScreen(): void
+run(): void
+displayOutcome(outcomeImage: std::string): void
+promptMusicChoice(): bool
+startMusic(): void
+startMusic(filename: std::string): void
+stopMusic(): void
+closeSDL(): void
}
```

```
class Students {
+option: std::string

+genderM(game: Game): bool
+birthDayMonth(game: Game): bool
+outstation(game: Game): bool
+initialM(game: Game): bool
+school(game: Game): bool
+majorCS(game: Game): bool
+majorEE(game: Game): bool
+bdayStar(game: Game): bool
+calculusRepeat(game: Game): bool
+questionOrder(): void
}
```

```
class Locations {
+direction: std::string
+floor: std::string
+option: std::string
+piano: bool
+newmade: bool
+divide: bool
+park: bool
+reception: bool

+Ground(game: Game): bool
+LowerGround(game: Game): bool
+First(game: Game): bool
+Second(game: Game): bool
+Fourth(game: Game): bool
+ourFloor(): void
+updateFloor(): void
+questionOrder(): virtual void
}
```

```
class LowerGroudFloor {
+option: std::string

+eastDirection(game: Game): bool
+centralDirection(game: Game): bool
+maleRestricted(game: Game): bool
+cockroach(game: Game): bool
+groupStudy(game: Game): bool
+famousName(game: Game): bool
+openArea(game: Game): bool
+events(game: Game): bool
+stage(game: Game): bool
+questionOrder(): void
}
```

```
class GroudFloor {
+option: std::string

+westDirection(game: Game): bool
+northDirection(game: Game): bool
+centralDirection(game: Game): bool
+courtyard(game: Game): bool
+classroom(game: Game): bool
+multiStory(game: Game): bool
+famousPerson(game: Game): bool
+fireCourt(game: Game): bool
+waterCourt(game: Game): bool
+fireCourt(game: Game): bool
+earthCourt(game: Game): bool
+comfortZone(game: Game): bool
+hygenicFood(game: Game): bool
+lectureHall(game: Game): bool
+multipleOffices(game: Game): bool
+eventsKarao(game: Game): bool
+wellness(game: Game): bool
+careerOffice(game: Game): bool
+questionOrder(): void
}
```

```
class FirstFloor {
+option: std::string

+eastDirection(game: Game): bool
+northDirection(game: Game): bool
+smokingArea(game: Game): bool
+capacity(game: Game): bool
+lectureHall(game: Game): bool
+multiStory(game: Game): bool
+onlyFaculty(game: Game): bool
+questionOrder(): void
}
```

```
class SecondFloor {
+option: std::string

+northDirection(game: Game): bool
+leadersPlace(game: Game): bool
+marketingPlace(game: Game): bool
+collabPlace(game: Game): bool
+questionOrder(): void
}
```

```
class FourthFloor {
+option: std::string

+blueTheme(game: Game): bool
+hangOut(game: Game): bool
+openArea(game: Game): bool
+cafe(game: Game): bool
+questionOrder(): void
}
```