	MonoBehaviour
RhythmSystemEntities.System.	
	Timer.MusicTimer
-	audioSource
-	offset
-	time
-	musicState
-	isAudioStart
-	isPause
-	addedTempTime
+	GetOffset()
+	GetTime()
+	GetMusicState()
+	GetIsAudioStart()
+	GetIsPause()
+	Init()

MusicStart()
MusicPause()
MusicStop()
AddTime()
SetTime()
Awake()
Start()
Update()
OnDestroy()