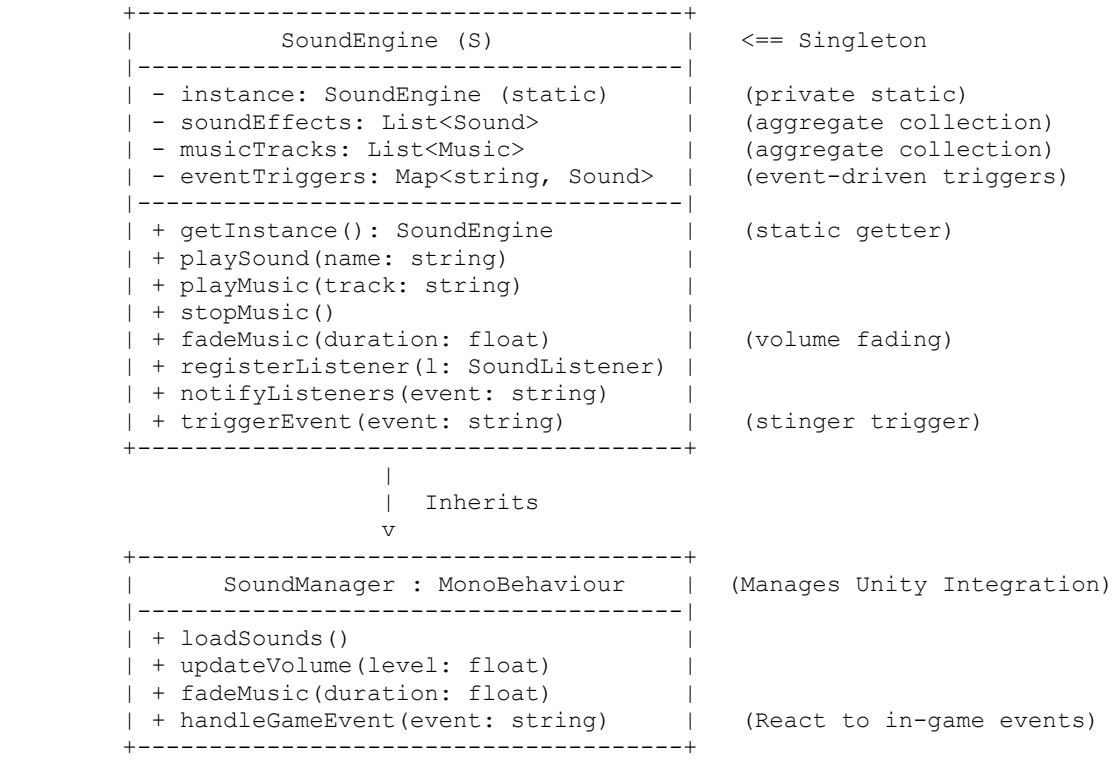
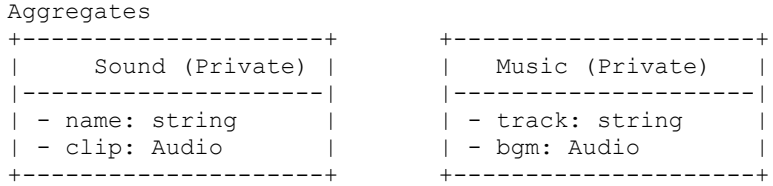
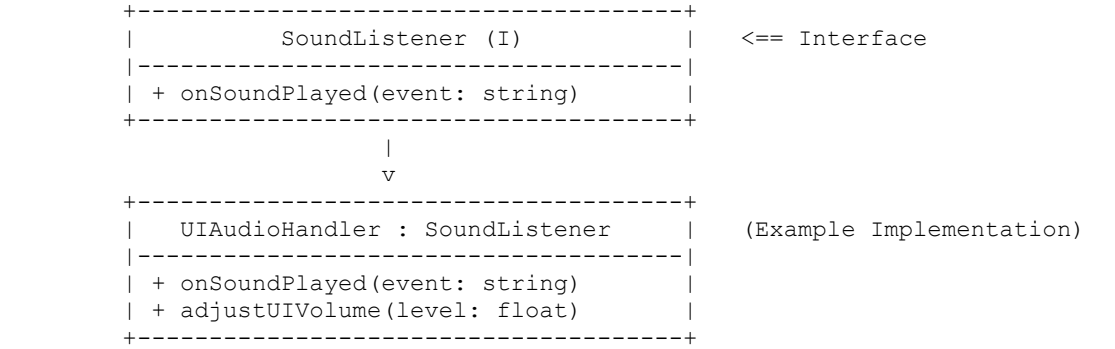


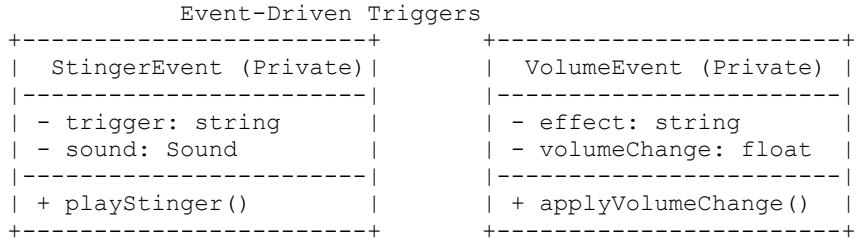
Aggregates



Implements Observer Pattern



Event-Driven Triggers



```
**Possible Event Interactions:**
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- **Puzzle Completed** -> `SoundEngine.triggerEvent("puzzle_complete")`
    - Plays Stinger sound
    - Fades background music momentarily

- **Critical Hit** -> `SoundEngine.triggerEvent("critical_hit")`
    - Boosts volume temporarily for impact

- **Enemy Appears** -> `SoundEngine.triggerEvent("enemy_alert")`
    - Triggers suspenseful stinger
    - Lowers background music for tension

- **Low Health Warning** -> `SoundEngine.triggerEvent("low_health")`
    - Gradually fades volume and adds heartbeat effect
```