0 | SoundEngine | | SoundEffect | | MusicManager | | UIManager | Player | PlaySound("hit") | Process Sound Effect | Play Hit Sound |----> | Trigger UI Flash Effect | Fade Background Music |----> | Notify MusicManager | Notify UIManager | Return Sound Played | Update Volume Levels | | Fade Completed | UI Sound Effect (Button Click) | Play UI Click Sound | Puzzle Completed | Play Stinger Sound |-----> | | Fade Music to Victory Theme | UI Notification ("Puzzle Solved!") | Return Confirmation |