```
| SoundEngine (S)
                                      <== Singleton
      |-----|
      | - instance: SoundEngine (static) | (private static)
      | - eventTriggers: Map<string, Sound> | (event-driven triggers)
      | + getInstance(): SoundEngine
                                       (static getter)
      | + playSound(name: string)
      | + playMusic(track: string)
      | + stopMusic()
      | + fadeMusic(duration: float)
                                       (volume fading)
      | + registerListener(l: SoundListener) |
      | + notifyListeners(event: string) |
      | + triggerEvent(event: string)
                                       (stinger trigger)
                    | Inherits
                    V
                                       (Manages Unity Integration)
      | SoundManager : MonoBehaviour |
       _____|
      | + loadSounds()
      | + updateVolume(level: float)
      | + fadeMusic(duration: float)
      | + handleGameEvent(event: string) | (React to in-game events)
Aggregates
+----+ +-----+
| Sound (Private) | Music (Private) |
|-----|
| - track: string |
| - bgm: Audio |
         Implements Observer Pattern
                   SoundListener (I)
                                       <== Interface
      | + onSoundPlayed(event: string)
      | UIAudioHandler : SoundListener |
                                        (Example Implementation)
      | + onSoundPlayed(event: string) | 
| + adjustUIVolume(level: float) |
        Event-Driven Triggers
                        | VolumeEvent (Private) |
|-----|
| StingerEvent (Private)|
    -----|
| - effect: string |
                         | - volumeChange: float |
```