MonoBehaviour +Start(): void +Update(): void +Awake(): void **Sound Manager** -instance: SoundManager -musicManager: MusicManager -sfxManager: SFXManager +PlayMusic(track: string): void +PlaySFX(name: string): void +SetVolume(level: float): void +MuteAll(): void **Music Manager SFXManager** -playlist:Track() -sfxClips: AudioClip[] +PlayNextTrack(): void +PlayRandomSFX(): void +Shuffle(): void +PlayLoop(name: string): void BaseAudio Manager -volume: float -mute: bool +PlayClip(name: string): void +StopClip(name: string): void +SetVolume(level: float): void +Mute(): void +Unmute(): void