

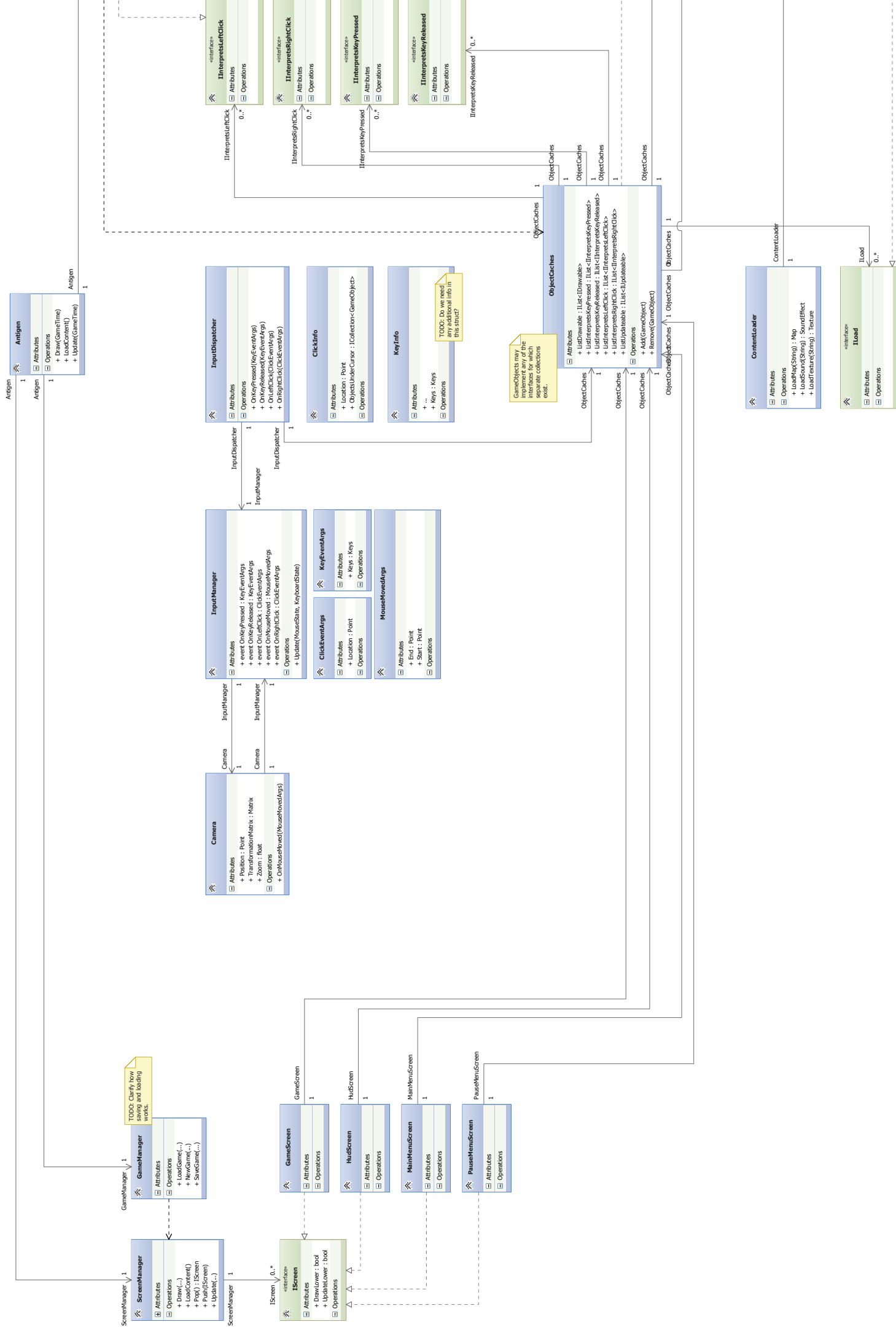
# **Antigen Klassendiagramm (beta)\***

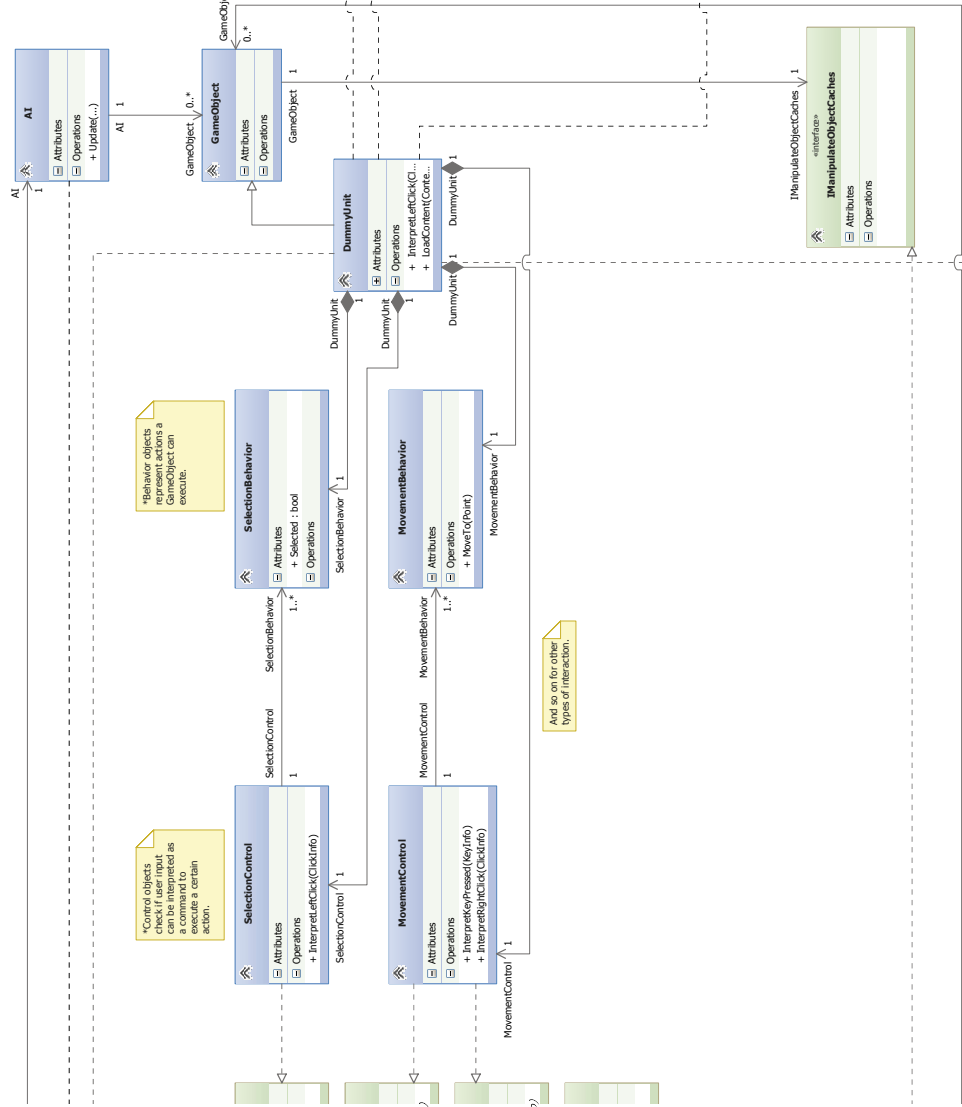
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\*Gruppe 2, Sabine Rogg





TODO: Do we need  
any sound  
stuff with sounds?

TODO: State,  
dependencies,  
Options and UI  
architectures.

SoundEngine

Attributes

Operations

+ RegisterSoundEffect(String, SoundEffect)  
+ SetVolume(SoundCategory, float)

engine

1

enum class

SoundCategory

UItemk

Effect

Music