PirateGame::GlobalSoundManager ::getInstance PirateGame::GlobalTexture Handler::getInstance PirateGame::Cannonball ::getSpeed PirateGame::Cannonball ::getSprite PirateGame::ShipCannonHandler ::shootCannonballs PirateGame::GlobalSoundManager ::playSound PirateGame::Cannonball ::setPos PirateGame::Cannonball ::setSpeed PirateGame::Cannonball ::setVelocity