AudioService

+ virtual ~AudioService ()=default

+ virtual void playSound (SoundID id, float volume =100.f, float pitch=1.f)=0

+ virtual void playMusic (MusicID id, float fadeInSec =2.f)=0

+ virtual void stopMusic (float fadeOutSec=2.f)=0

+ virtual void setMasterVolume (float vol)=0

+ virtual void update (float dt)=0