

AssetManager

- textures
- fonts
- musics
- currentMusic

- + AssetManager()
- + ~AssetManager()
- + ClearAssets()
- + AddTexture()
- + GetTexture()
- + AddFont()
- + GetFont()
- + LoadMusic()
- + PlayMusic()
- + StopMusic()
- + ResumeMusic()
- + PauseMusic()
- + ClearMusic()