

Audio::SoundEffectPlayer
::play



```
graph LR; A[Audio::SoundEffectPlayer::play] --> B[ResourceManager::getSoundBuffer]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'Audio::SoundEffectPlayer' on the top line and '::play' on the bottom line. The right box is gray with a black border and contains the text 'ResourceManager::getSound' on the top line and 'Buffer' on the bottom line. A dark blue arrow points from the right side of the left box to the left side of the right box.

ResourceManager::getSound
Buffer