C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game -Development-Template/game -source-code/audio/MusicPlayer.h

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game

-Development-Template/game

-source-code/audio/AudioManager.h

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game

-Development-Template/game

-source-code/audio/MusicPlayer.cpp

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game

-Development-Template/game

-source-code/audio/AudioManager.cpp