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

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game -Development-Template/game

-source-code/audio/AudioManager.h

/Projects/SFML-2.5.0-Game -Development-Template/game

C:/Users/Brandon/Desktop

-source-code/audio/SoundEffectPlayer.cpp

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

-Development-Template/game

-source-code/audio/AudioManager.cpp

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game -Development-Template/game

-source-code/main/main.cpp