## Component

# tag
# compoName

+ Component()
+ ~Component()
+ Update()
+ Render()
+ Start()
+ Shutdown()
+ getTag()
+ setCompRemoved()
+ getCompoName()
+ setCompoName()

## SoundComponent

+ SoundComponent()
+ ~SoundComponent()
+ Update()
+ Render()
+ Start()
+ Shutdown()
+ getTag()
+ getCompoName()
+ setCompoName()
+ LoadBGM()
+ PlayBGM()
+ StopBGM()
+ LoadSFX()
+ PlaySFX()