Why use channelGroups?

* Wish to give the player control of the overall volume of the music and the sound effects separately via two master volume settings.
* Volume setting in channel groups is done in a relative way instead of an absolute way.
  + Channelgroup volume is 1.0
  + If you have a sound effect X at volume 0.5 and a sound effect Y at volume 1.0
  + Change channelgroup volume to 0.5
  + Then automatically the sound effect X has a volume of 0.25 and Y 0.5