

Tower::Tower



```
graph LR; A[Tower::Tower] --> B[Tower::initSoundEffect]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Tower::Tower'. The right box is white and contains the text 'Tower::initSoundEffect'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Tower::initSoundEffect