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| SoundManager | | |
| Function called | Calling Point | Notes |
| init | Main script | Inits the sounds |
| playBulletSound | gameWorldscript:  updateBullets | Called form SM’s update, plays sound after every sound gap |
| Update | Main script | Updates the runtime |
| PlaybackgroundMusic | gameWorld: create() | Called when gameworld screen is created |
| playMainMenuBackgroundMusic | mainMenu: create() |  |
| playObstacleDeathSound | Obstacle:update() |  |
| stopBackgroundMusic | Gw.destroy() &  mM.destory() |  |
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| Preferences | | | |
| Field | Script | Method | Notes |
| “launchCount” | Main | - | Init launchCount and increments it every time game is launched |
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