Audio_Manager

+ std::map< std::string,
 sf::SoundBuffer * >
 buffers
+ std::map< std::string,
 sf::Sound * > sounds
+ std::map< std::string,
 sf::Music * > music

+ ~Audio_Manager()
+ static void start_game
_music()
+ static void stop_game
_music()
+ static void start_menu
_music()
+ static void stop_menu
_music()
+ static void jump()
+ static void bounce()
+ static void enemy_killed()
+ static void launch()
+ static void healthpack
_picked_up()
+ static void player
_killed()
and 8 more...