

com.quillraven.game.gamestate.  
GSLoading.step

```
graph LR; A[com.quillraven.game.gamestate.GSLoading.step] --> B[com.quillraven.game.core.Utils.getAudioManager]; A --> C[com.quillraven.game.core.AudioManager.playAudio];
```

com.quillraven.game.core.  
Utils.getAudioManager

com.quillraven.game.core.  
AudioManager.playAudio