GameObject

Launch();  
  
 select audio option  
  
 enable/Disable  
 if enable  
   
 audio track  
 audio track  
  
 play  
  
 response  
 level 1 image and puzzles  
   
  
 feedback  
 level 2   
 to  
 level 4  
 Response  
 level 5 Game Request  
 feedback  
  
  
 Game Game  
  
   
  
  
 feedback

Motion

Audio Track

Background Transfer Server

AccFailedExpt

AudioPlayerAgent

Background Transfer Req

Add();

Find();

Remove();

User- defined functions

Access Info

BeginEdit();

Equals();

CancelEdit();

GetType();

Abort();

GetType();

Equals();

onError();

Dispose();

Equals();

Start();

Stop();

Equals();

GetBase();

Exception();

GetType();

Audio Stream

Accelerometer()

Dispose();

Start();

Stop();

GetType();

Dispose();

Equals();

Finalize();

Equals();

SetSource();

Finalize();

User- defined functions

User- defined functions

GameObject

user

Audio access

Database access

Game play

Accelerometer game

END