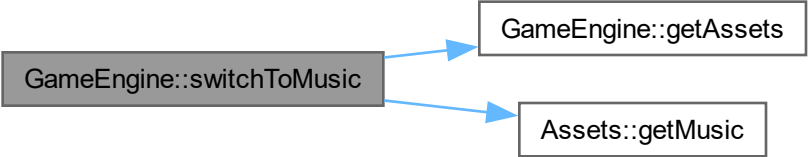


GameEngine::switchToMusic



```
graph LR; A[GameEngine::switchToMusic] --> B[GameEngine::getAssets]; A --> C[Assets::getMusic];
```

GameEngine::getAssets

Assets::getMusic