

- + AudioStream MenuMusic
  - + AudioStream Level1Music
  - + AudioStream Level2Music
  - + AudioStream Level3Music + AudioStream AcceptSFX
  - + AudioStream CancelSFX Dictionary < GameScenes,</li>
  - AudioStream > sceneMusic - AudioStreamPlayer music
  - AudioStreamPlayer sfx + override void Ready()
  - + void SetMusic(GameScenes scene)
- + void PlayAccept() + void PlayCancel()
- + void OnMusicFinished() + void OnSfxFinished()