

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