UML:Deacon Player

<<interface>>
GenericPlayer

Play():void
Load():void
SetPlayerDefault():void
UpdatePlayer():void
ControlPlayer():void
CheckPlayer():void

PlayerFMOD

system: FMOD::System*
sound1: FMOD::Sound*
playlist FMOD::Sound*
channel: FMOD::Channel*
 tag: FMOD_TAG
 result: FMOD_RESULT
soundtype: FMOD_SOUND_TYPE
isplaylist,muted: bool
count: int
 title: int*
 file: int*
  Key: char
  Volume: float

Playlist

player: GenericPlayer*

Playsong():void

load(char*):void