MelloMario.ISoundFactory< T > + BindLoader() + CreateSoundTrack() + CreateSoundEffect() < ContentManager > MelloMario. ISoundFactory < ContentManager > + BindLoader() + CreateSoundTrack() + CreateSoundEffect() MelloMario.Factories.Sound Factory + Instance songs - soundEffects content + BindLoader() + CreateSoundTrack() + CreateSoundEffect() - SoundFactory() - GetSong() GetSoundEffect()