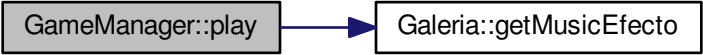


GameManager::play



```
graph LR; A[GameManager::play] --> B[Galeria::getMusicEfecto]
```

A diagram showing a call from the `GameManager::play` method to the `Galeria::getMusicEfecto` method. The `GameManager::play` box is shaded gray, and the `Galeria::getMusicEfecto` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

Galeria::getMusicEfecto