```cpp
1  #include "string"
2  #include "SDL_mixer.h"
3  #include "array"
4
5  class Mixer {
6  private:
7      static Mixer* mixer;
8      Mixer();
9      std::array<Mix_Chunk*, 10> sound_effects;
10     int music_channel1;
11     int music_channel2;
12 public:
13     static Mixer* getInstance();
14     void play(int sound);
15     void playMusic(int music);
16     bool loadMedia();
17     ~Mixer();
18     enum mix_chunks {BOTTLE_SHATTERING, SWING, HURT, SWORDDRAWN1,          ⮡
           SWORDDRAWN2, BLOCK,
19         JUMP, FIGHTSONG, LOBBYSONG, DYING};
20 };
21
```