**Sound Manager**

This module serves as a wrapper for the Wwise sound API. This is the top most level of the sound system in our game. Other classes will need to access this class in order to play, pause, load and stop sounds. This module will also task itself with keeping track of the sounds loaded in and the sounds that are currently playing across the game. This module will assign each sound loaded in a numerical ID. The module will have a vector holding all of the sounds loaded in and will be accessed according to their IDs. This module will handle the playing, stopping and pausing of sounds. The sound manager will also allow the adjustment of the volume for the sounds and sound effects.

**Dependencies**

* Access to the following:
  + Wwise API
* Accessed by the following:
  + State System
  + Object Manager
  + Animation Manager
  + HUD

**Public Interface**

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| --- | --- | --- | --- |
| **Return** | **Name** | **Parameters** | **Description** |
| Bool | Init | Void | Will Initialize the sound manager |
| Int | LoadSound | Const char\* name | Will load a sound from the resources. |
| Void | PlaySound | Int ID | Will play or resume, if paused, the specified sound. |
| Void | StopSound | Int ID | Will stop the specified sound. |
| Void | PauseSound | Int ID | Will pause the specified sound. |
| Void | AdjustVolume | Int Amount | Will adjust the volume of sounds being played. |

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| Void | AdjustSFX | Int Amount | Will adjust the volume of only sounds categorized as Sound Effects. |
| Void | UnloadSound | Int ID | Will remove a sound from the vector of sounds |

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| Void | Shutdown | Void | Will Shut down the sound manager, freeing any allocated memory, unloading all sounds, if necseesary |

**Time to complete estimate:**

* 0.5 Day for researching Wwise API
* 2 Days Coding
* 1 Day Debugging and Implementing

**Module Author(s):**

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