

AudioManager

- coinBuffer
- coinSound
- musiqueFin
- musiqueJeu
- musiqueMenu
- oneUpBuffer
- oneUpSound
- tuyauBuffer
- tuyauSound
- yahooBuffer
- yahooSound

- + AudioManager()
- + getCurrentMusic()
- + playCoinSound()
- + playEndMusic()
- + playGameMusic()
- + playMenuMusic()
- + playOneUpSound()
- + playTuyauSound()
- + playYahooSound()
- + setVolume()
- + ~AudioManager()