* Author of the code review： Kexin Cui
* Date of the code review: 3/30/2021
* Sprint number: 4
* Name of the .cs file being reviewed: SoundManager.cs
* Author of the .cs file being reviewed: Aoran Wang
* Specific comments on code quality: can implement the sound effect but still need some improvement
* Number of minutes taken to complete the review: 10min
* A hypothetical change to make to the game related to file being reviewed and how the current implementation could or could not easily support that change

Can add a specific method to change the state of the mute so every time you don’t need to check the current mute state and directly call this method to change the value of the Boolean, muted.