

```
1 using UnityEngine;
2
3 public class SoundManager : MonoBehaviour
4 {
5     public static SoundManager instance;
6
7     public AudioSource coinSource;
8     public AudioSource hitSource;
9     public AudioSource bgMusic;
10
11     void Awake()
12     {
13         // Singleton pattern to ensure one SoundManager persists
14         if (instance != null && instance != this)
15         {
16             Destroy(gameObject);
17             return;
18         }
19         instance = this;
20         DontDestroyOnLoad(gameObject);
21     }
22
23     public void PlayCoin()
24     {
25         if (coinSource != null)
26             coinSource.Play();
27     }
28
29     public void PlayHit()
30     {
31         if (hitSource != null)
32             hitSource.Play();
33     }
34
35     public void PlayBackground()
36     {
37         if (bgMusic != null && !bgMusic.isPlaying)
38             bgMusic.Play();
39     }
40 }
41
```