**Assets to overwrite, or at least modify if any changes were made prior to these:**

* Transition Script (TranMode)
* Transition Animator
* AudioControl Script
* Terminal Prefab
* LaserCaster Prefab (**DELETED**, now bundled in the Terminal Prefab)

New Additions:

* **LevelTransition** Script and Prefab (uses the new transition method).

Implementation Tutorial (prefab is no longer visible in-game):

<https://youtu.be/X1CtFXzyb7Q>

* **LabReport** Script and Prefab.

Implementation Tutorial:

<https://youtu.be/iB7Hk3ml9EA>

* **TextContainer** ScriptableObject.

Implementation Tutorial:

<https://youtu.be/eCfr1_FfSX8>

* **ButtonTutorial** prefab (can be applied to any object, lmk if you are interested).
* Arrow Prefab, asset that does nothing by itself.

Art:

* Two animations, DarkenIn and DarkenOut.
* Lab Report sprite.

Fixes and Improvements:

* Fixed the fade-in and fade-out transitions and added two more variants. Make sure the Transition Animator is correctly replaced by the new one.
* Replaced the old lazy loading in the Audio Manager Singleton by the Singleton.cs class behavior. It should be safe to place a copy of AudioManager in any room for testing.

Note: It may be ok now to add the audio manager to a prefab that is present on every room, like the Main Camera.

Miscellaneous Notes:  
- The Target Level in LevelTransition corresponds to the room index in the Build Settings.

- I added a LevelTransition instance to Elizabeth’s Windblast scene for showcasing purposes, feel free to disregard that change.