Damir Nabiullin - Unity HW 3

[source code](#)

Task 1

In the task one I have update some scripts and added audio sources. For prefabs (enemy / fireball) I have added audio sources with predefined clips.

Task 2

I have updated UIController to have 2 audio sources - one for GUI actions sound, another for background music. I have added 3 buttons - play current music, stop music, play next track.

Task 3

I have updated UIController to have functions to update volumes. And added sliders to GUI.

Task 4

I used Audacity. In Audacity I used Generate function to generate LFM-signal with given parameters.