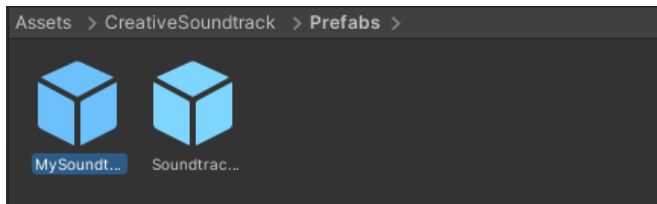## 1. Setting up Scene

First of all, you want to add the prefab MySoundtrackManager to scenes you want to use our tool.

2. Getting Spotify Client Secret

Then, you should acces [Spotify's Developer Dashboard](#). If you don't already have an account there, create one. It is necessary to access Spotify's API. Create a new project there to be your game:
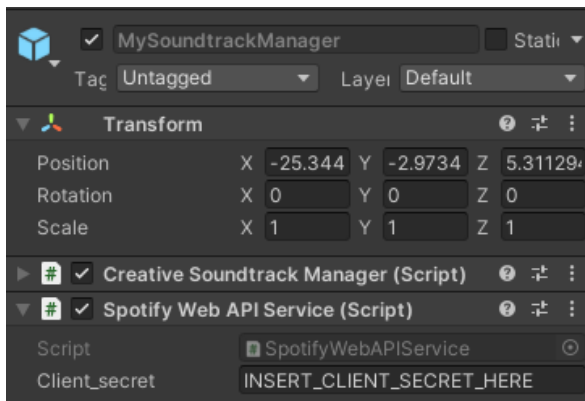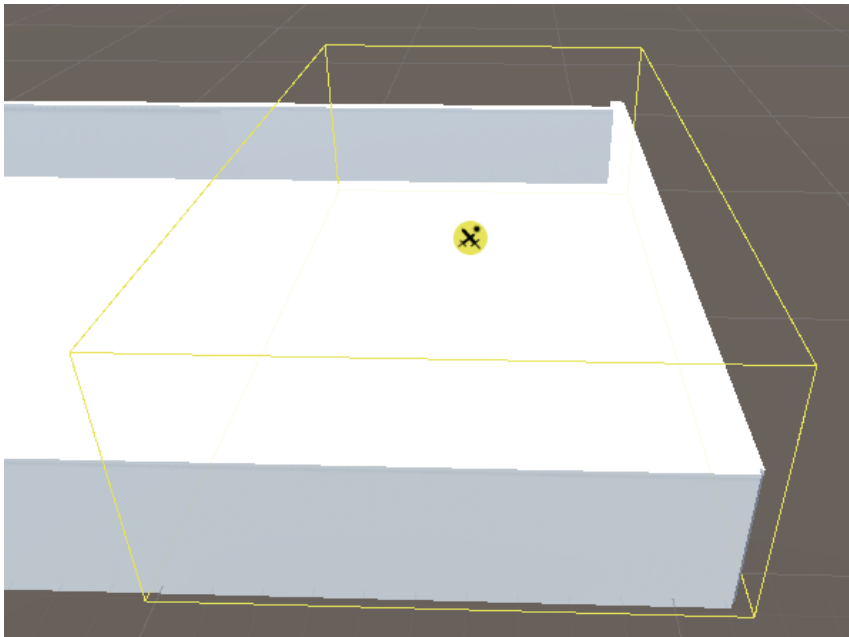

Click "Show Client Secret":

And finally, copy the number into the MySoundtrackManager:

3. Inserting SountrackAreas to the Level

Just drag the prefabs into the scene, and a new object will be created, looking more or less like this:

That means that when player enters this area, player's songs that match the defined vibe will start to play.

In the inspector, you can change the vibe associated with the area:
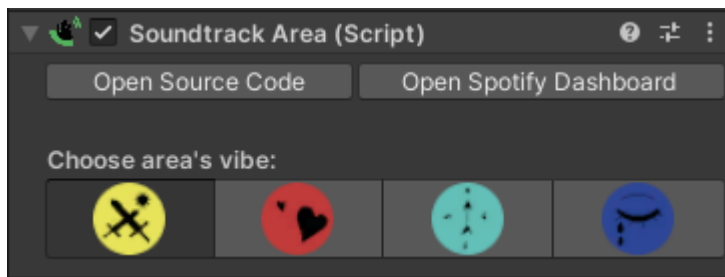
And that's all you have to do to use MySountrack and start using players songs as the game's soundtrack!

Thank you all for downloading. This package is in its initial stages, more updates will be coming soon :)