

Sound Manager Prefab

Uses:

This prefab contains all the sounds for the game. If someone wants to play a sound when something occurs in their code, they simply need to call a function from the script.

Features/Functions:

SoundManager script

This script contains all of the functions for playing a sound. There is a “SerializeField” above each of the functions which creates a spot in the inspector for an AudioSource to be added. This AudioSource is played within the function. Some functions also have a feature where a few different sounds have a chance of being played so that the same sound isn’t played all the time.

The following sound functions are included:

Zombie Dog Sounds

- ☐ zombieSoundFunction()
- ☐ zombieHurtFunction()

Cat Player Sounds

- ☐ catMeowFunction()
- ☐ pickUpFunction()
- ☐ catWalkFunction()
- ☐ gunSoundFunction()
- ☐ gunReloadSoundFunction()
- ☐ gunEmptySoundFunction()
- ☐ knideSoundFunction()
- ☐ catHurtSoundFunction

Boss Dog Sounds

- ☐ bossGrowlFunction()
- ☐ bossAttackFunction()
- ☐ bossHurtFunction()

Miscellaneous

- ☐ unlockDoorFunction()
- ☐ createCureFunction()

□ playSprinklerFunction()

AudioSources

There exists an AudioSource for each of the sounds' mp3s that exist in the game. These AudioSources are placed in the SoundManager script to be played when called in a function.

Example of prefab being used:

<https://youtu.be/ixPf4CxpN60>

All of the sounds that occur in this video originate from the SoundManager script and is simply a function being called.