

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.

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.