## New Scripts:

### *Button Scripts:*

#### tranMode: Holds the methods called by two menu buttons (Start Game and Quit) as well as the general Transition system.

#### optionsSheet: Master script for the Options button.

### *Audio Scripts:*

#### AudioControl: Master script for the audio manager. Instantiates the manager as a singleton and holds methods to play music and sound effects on different channels, as well as methods called by the VolumeSliders.cs script.

**Note:** Holds two serialized fields where audio clips can be loaded. An identifier string must assigned to each, so that any object in the game can call the sound by simply passing the string as an argument in the PlayMusic() and PlaySFX() methods.

Call syntax of the public methods (can be called from anywhere): AudioControl.Instance.PlayMusic(string\_name);

AudioControl.Instance.PlaySFX(string\_name);

#### Sound: Simple class to hold sound clips and their string identifiers.

#### VolumeSliders: Holds methods for the volume sliders in the Options sheet menu. The methods simply change the volume of the audio sources by calling a method from the optionsSheet.cs script.

## New Prefab:

### *Transition:*

Contains all the components needed for the new transition system. Must be present on every new scene and must be placed within the scene’s canvas.

### *Animator:*

There are 3 animation assets included in the Animations folder. An animator that controls the alpha of a dark image (FadeTB, a child of the Transition object), and two animations FadeIn and FadeOut. The first one plays automatically when the scene is loaded, the second will be called when a new scene is loaded.

## Art Assets:

### *Sprites:*

#### Button Assets: The buttons use a Sprite Swap transition on click and hover. Placeholder sprites for these button states are included.

#### Background Assets: A placeholder background sprite of 480x270 is included. A placeholder logo sprite is included with its respective UI image object is also included to cover the whitespace on top of the UI Buttons. Thus, it’s easy to remove if needed.

#### Sound Assets: A simple “beep” sound is included to showcase the SFX audio source and associated controllers; it plays on click and hover. Likewise, I imported Jack’s latest music sample to showcase the Music audio source and associated controllers; it plays at the start of the scene.

## Additional Notes:

To add the transition system to Esther’s scene, drag and drop the **Transition prefab** into the Canvas, preferably at the bottom.

The Transition system won’t work if the Main Menu Scene isn’t added to the **Build Settings** at Index 0.