# Unity Learning

**Project Module II -Rock-Up**

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# Add a Respawn Logic

Suppose player fails, it needs to respawn again

Use unity scene management

Load scene (current one)

Index
Name
getactivescene.buildindex

# Add Life concepts

Allow to respawn only 3 times

Frame logic for 3 lives

# Add delayed impact on scene Loading

Invoke

Coroutine

Freeze the movement controls on crash

Crash impact

# Add Success Impact

Detect the finish tag

# Add multiple SFX

Crash SFX

Success SFX

Multiple audio clips handling => Sound Manager

Add the clips provided

# Add multiple SFX…

Playoneshot(Clip, vol)