**Triggering Sound**

We are going to see how to play a sound when our player/object touches something such as an enemy, and then destroys the enemy.

* Start creating a **3D scene** called Trigger Sound;
* Create a cube called **Player**;
* Create another cube called **Enemy**;
* Create a cube called **Ground** that will be the surface on which we’ll be moving;
* Create two **materials**, one for the player, one for the enemy, and colour them;
* Import in the assets a sound file of your own choice;
* Add an **Audio Source** **to the player** so you can customize your sound;
* **Untick the Play on awake** inside the Player’s Audio Source;
* Drag that sound inside the **Audio Clip slot** inside the Player’s Audio Source;
* Create in the assets a new Script called **SoundTrigger**;
* **Add the script to the Player**;
* Give the enemy a **new tag called Enemy**;
* Add to the player a **Rigidbody**;

Add this line of code in the **SoundTrigger** script in order to access our sound in the inspector, and to move our character:

public AudioSource sound;

private Rigidbody rb;

public float moveSpeed;

void Start ()

{

sound = GetComponent<AudioSource>();

rb = GetComponent<Rigidbody>();

}

void Update()

{

rb.velocity = new Vector3(Input.GetAxis("Horizontal")\*moveSpeed,rb.velocity.y,Input.GetAxis("Vertical") \*moveSpeed);

}

* Give a value to **moveSpeed** in the inspector in order to move your character;

*Then you will need to check the collision between the two objects, so you are going to need these lines of code*:

void OnCollisionEnter (Collision coll)

{

if ( coll.gameObject.tag == “Enemy”)

{

sound.Play();

Destroy (coll.gameObject);

}

}

* Select the player and **drag the Audio Source** component **inside the script’s sound** slot in the inspector;

*In this way the player will be able to play his sound whenever he touches an enemy.*