**Playing an Audio File in Unity**

1. In the hierarchy, select the game object that you want associated with the audio clip and select “Add Component” in the Inspector. Search for the component “Audio Source” and select it.
2. Right click in the Assets folder, click create, select “C# Script” and title it.
3. In the hierarchy, select the main camera and drag your scrip into the “Add Component” section in the Inspector.
4. Double-click the script to open it.
5. Create a public variable with the type “AudioSource” and call it “source”.
6. Create another public variable with the type “AudioClip” and call it “clip”.

To play the clip from the source, use the one-shot function from the audio source class object with the clip as a parameter then listen to your audio in the game. To do this:

1. Under “Void Update”, create the following ‘if statement’:

if (Input.GetKeyDown(KeyCode.A))

{

source.PlayOneShot(clip);

}

1. In Unity, select the main camera in the hierarchy and drag the audio clip into “Clip” in the Inspector, under the script component.
2. Drag your game object from the hierarchy into “Source” in the Inspector, under the script component.
3. Play the scene and press A to play the clip.