How to play a sound effect with a button click in Unity

1. Create a unity scene. In your scene right click in the hierarchy, go to UI and add a canvas, if there isn’t one there already.
2. In the hierarchy, right click the canvas, go to UI and add a Button. Resize and reshape the button to the size you would like, if you click on the button’s text in the hierarchy you can change the font, font size, colour to your liking.
3. In assets, add your sound effect that you would like to be played upon clicking the button.
4. In your assets folder, right click and add a C# Script, call it PlaySound.
5. In the hierarchy, right click and create an empty, call it AudioSource.
6. From your assets, drag the sound effect you added onto the AudioSource game object you just created in the hierarchy.
7. Click on the AudioSource object, and in the inspector uncheck the Play On Awake setting.
8. Now in the hierarchy click on the main camera and add a component, type in PlaySound (the name of the script you just created).
9. Open your script, and add the line public AudioSource soundPlayer; between lines 6 where the script starts and before the line void start().
10. Now create a new method after void start and update with these lines: public void playsfx()

{

soundPlayer.Play();

}

1. In Unity, click on main camera in the hierarchy and in the inspector you will now see on your script, sound player with no audio source.
2. Drag the AudioSource you created in the hierarchy onto this in the inspector
3. Now click on the button in the hierarchy and scroll down in the inspector to where it says onclick list is empty.
4. Press the plus button and you will see it says none(object).
5. Drag the Main Camera from the hierarchy onto this.
6. Now click on no function, go to PlaySound then choose playsfx().
7. Now click on the play button in unity to run your game, when you click on the button, your sound effect should play.