GAME PROGRAMMING LAB 9
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Sound Effects

1. Take any of the script having some condition to perform an event.
- Create a AudioSource variable, x;
- Invoke Play function using the variable x for any event.
- Do this for as many events as required and add it in the corresponding condition.

Script for right movement condition

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Move : MonoBehaviour
{
 public float speed = 8f;
 public AudioSource movementsound;
 public AudioSource movementsound1;

 // Update is called once per frame
 void Update()
 {
 if (Input.GetKey(KeyCode.RightArrow))
 {
 transform.position += new Vector3(speed * Time.deltaTime, 0.0f, 0.0f);
 movementsound.Play();
 }
 if (Input.GetKey(KeyCode.LeftArrow))
 {
 transform.position -= new Vector3(speed * Time.deltaTime, 0.0f, 0.0f);
 movementsound1.Play();
 }
 }
}
```

We similarily create one for left movement condition.

2. Download sound packs :
- Universe Sound Free Pack:
https://assetstore.unity.com/packages/audio/ambient/sci-fi/universe-soundsfree-pack-118865
- Sound FX – Retro pack:
https://drive.google.com/drive/folders/1xAGfcJKWxfdyZaijn4x6y1KGvC7ldBWz?usp=sharing

3. In the player Inspector
- Add the Script
- Add Component → Audio Source → Choose a audio clip →Remove the Play on Awake Check (To disable it – it should begin only when the condition is satisfied)
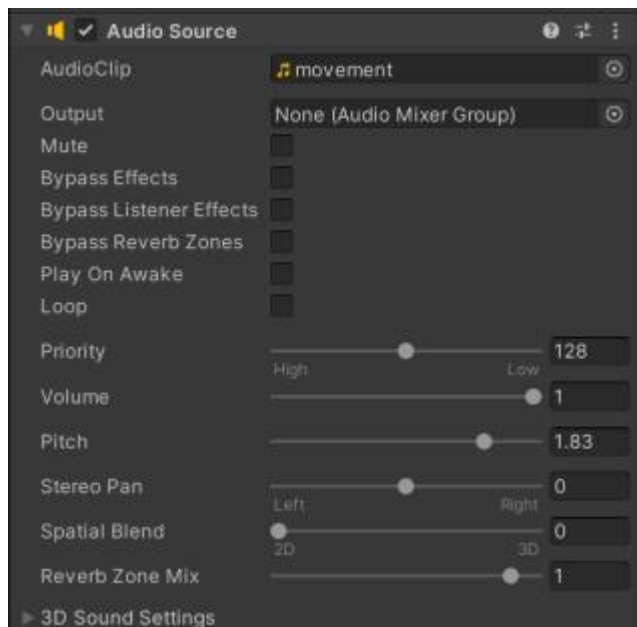
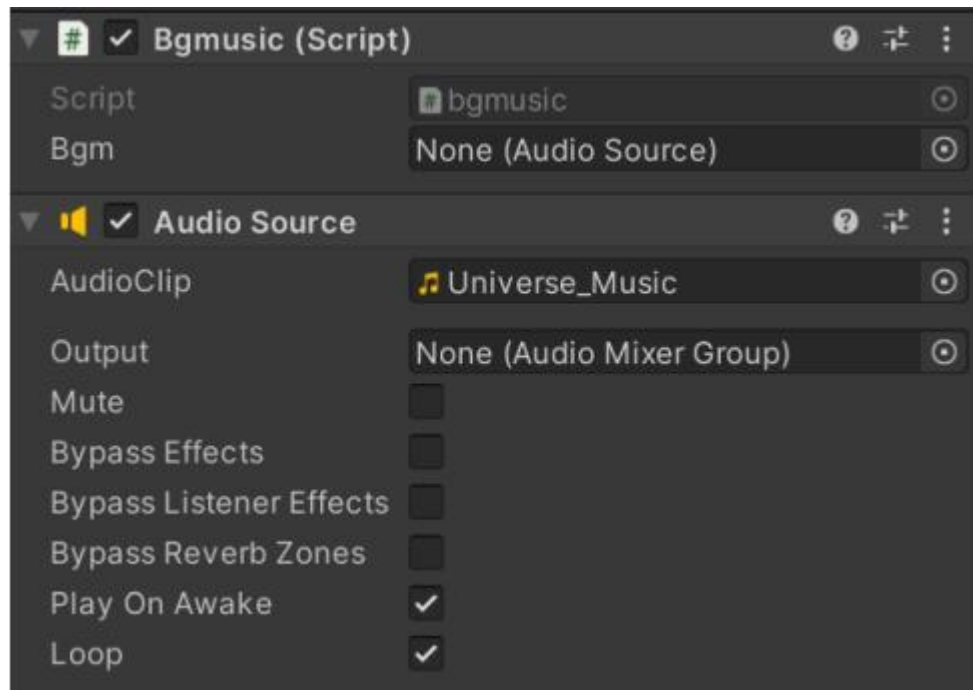4. Drag the audio source component in the inspector and place as an input for the AudioSource variable.

5. Similarly for background music, add the following script in the main camera as it will be available throughout the game lifetime.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class bgmusic : MonoBehaviour
{
  public AudioSource bgm;// Start is called before the first frame update
```

```
 void Start()
 {
     bgm = GetComponent<AudioSource>();
     bgm.Play();
 }
}
```

Enable Play on Awake & Loop

Video Link :