1. **Create** a new script called GameManager

|  |
| --- |
| using System.Collections; using System.Collections.Generic; using UnityEngine;  public class GameManager : MonoBehaviour {  //this class is used to control when the music starts playing   public AudioSource theMusic;  public bool startPlaying;  public BeatScroller theBS;  //used to only have one instance of the object  public static GameManager instance;   // Start is called before the first frame update  void Start()  {  instance = this;  }   // Update is called once per frame  void Update()  {  //when the game is booted up, the music and game should not start yet  if (!startPlaying)  {  //if a button is pushed, start the beatscroller and music  if (Input.anyKeyDown)  {  startPlaying = true;  theBS.hasStarted = true;   theMusic.Play();  }  }  }   //used to see if you hit a note  public void NoteHit()  {  Debug.Log("Hit On Time");  }   //used to see if you missed a note  public void NoteMissed()  {  Debug.Log("Missed Note");  } } |

1. Create a empty object called Game Manager and add the GameManager script to it.
2. Add an audio source to “The Music” field and uncheck “Play On Awake” on the audio source
3. Add the BeatScroller object to “The BS” reference
4. **Update** the BeatScroller script so that it is not the one starting the game

|  |
| --- |
| using System.Collections; using System.Collections.Generic; using UnityEngine;  public class BeatScroller : MonoBehaviour {   public float beatTempo;   public bool hasStarted;   // Use this for initialization  void Start()  {  //120/60 = 2 notes per sec, for example   beatTempo = beatTempo / 60f;  }   // Update is called once per frame  void Update()  {  if (!hasStarted)  {  /\*  if (Input.anyKeyDown)  {  hasStarted = true;  }  \*/  }  else  {  transform.position -= new Vector3(0f, beatTempo \* Time.deltaTime, 0f);  }   } } |

1. Make sure the tempo of your scroller is the same as the music

Reference:

<https://www.youtube.com/watch?v=PMfhS-kEvc0>