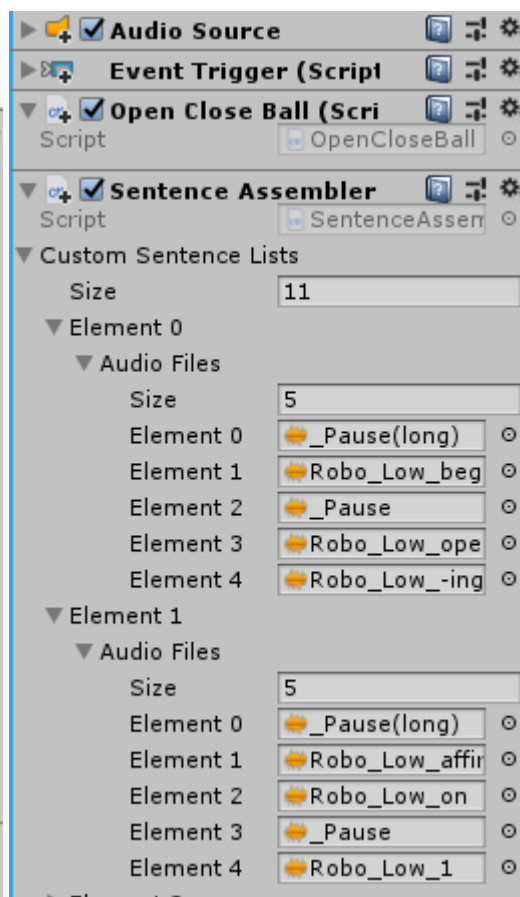
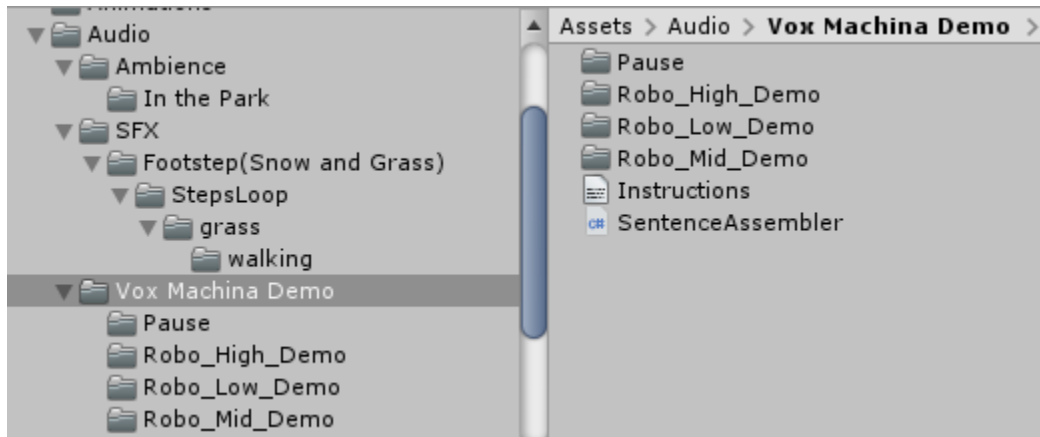


HW 4 Documentation

Типови на звук кои ги ставив во оваа фаза:

- Амбиент (превземен од AssetStore)
- Чекори (од AssetStore, вметнато во скриптата за движење)
- Крцкање на дрвјата (го креирав јас, вметнато во скриптата за растење)
- VoxMachina (од AssetStore, закачено на помошникот, може да креира цели реченици)



```

//public AudioClip audioClip;
private AudioSource audioSource;

// Start is called before the first frame update
void Start()
{
    //cc = GetComponentInParent<CharacterController>();
    cc = GetComponent<CharacterController>();
    audioSource = GetComponent<AudioSource>();
    //audioSource.clip = audioClip;
}

// Update is called once per frame
void Update()
{
    if(vrCamera.eulerAngles.x >= toggleAngle && vrCamera.eulerAngles.x < 90.0f) ...
    else ...

    if (moveForward) ...

    if(moveForward && !audioSource.isPlaying)
    {
        audioSource.Play();
    }
    if (!moveForward)
    {
        audioSource.Stop();
    }
}

```

```

public class GrowTree : MonoBehaviour
{
    public AudioSource audioSource;

    public void Start()
    {
        audioSource = GetComponentInParent<AudioSource>();
    }
    public void growTree()
    {
        GetComponent<Animator>().SetBool("isAnimating", true);
        audioSource.PlayOneShot(audioSource.clip, 1f);
    }
}

```

```

public void openCloseBall()
{
    if (!anim.GetBool("Open_Anim"))
    {
        anim.SetBool("Open_Anim", true);
        //
        //audioSource.PlayOneShot(audioSource.clip, 1f);
        GetComponent<SentenceAssembler>().GetSentence(0);
    }
    else
    {
        anim.SetBool("Open_Anim", false);
        GetComponent<SentenceAssembler>().GetSentence(1);
    }
}

```