

Effective-Octo-Giggle

A game skeleton for any future projects. Will consist of systems essential to most games made inside Unity.

Framework documentation

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Audio Manager

AudioManager.cs

```
//SFX callbacks
public void PlaySfx(AudioClip clip)
public void PlaySfx(AudioClip clip, float vol)
//Music callbacks
public void PlayMusic(AudioClip clipToPlay)
public void PlayMusicWithFade(AudioClip newClip, float transitionTime = 1)
public void PlayMusicWithCrossFade(AudioClip clip, float transitionTime)
```

- Sound Effects
 - Use public void PlaySfx(AudioClip clip) simply plays an sfx sound.
 - Use public void PlaySfx(AudioClip clip, float vol) you can choose a volume between 0 -1.
- Music
 - Use public void PlayMusic(AudioClip clipToPlay) use this when there is no audio playing.
 - Use public void PlayMusicWithFade(AudioClip newClip, float transitionTime = 1) fade the first song to silent then there is a slight pause and new song fades in.
 - Use public void PlayMusicWithCrossFade(AudioClip clip, float transitionTime) fades music with no break in between, its a cross fade.

Screen Fade

ScreenFade.cs

```
//Fade in
private void FadeIn(float fadeTime)
private void FadeIn(float fadeTime, Color fadeColor, Action func = null)
//Fade out
public void FadeOut(float fadeTime)
public void FadeOut(float fadeTime, Color fadeColor, Action func = null)
```

- Fade In
 - Use private void FadeIn(float fadeTime) just select the time of the fade default color is black.
 - Use private void FadeIn(float fadeTime, Color fadeColor) to select a fade time and fade color
 - Use private void FadeIn(float fadeTime, Color fadeColor, Action func) to select a fade time and fade color and function to call once the fade is complete
- Fade out
 - The callback are all the same(use FadeOut instead).