Unity Audio System Structure

Naming Convention

	/Scripts/	/Audio/
Clips	-	any
Mixer	-	mix_
Clip Set	SoAudioClips	clips_
Settings Main	SoAudioSetMain	setMain_
Settings 3D	SoAudioSet3D	set3D_
Settings Music	SoAudioSetMusic	setMSC_
Settings Voice-Over	SoAudioSetVO	setVO_
Asset SFX	SoAudioAssetSFX	aSFX_
Asset Music	SoAudioAssetMSC	aMSC_
Asset Voice-Over	SoAudioAssetVO	aVO_
Audio Data	GoAudioData	-
Audio Play	GoAudioPlay	-
Utility - Audio Numbers Converter	UtAudioNumbers	-
Utility - Play Audio	UtAudioPlay	-

Content Setup

Standard Unity Assets

- Clips
- Mixer assets

Scriptable Objects

- Clip Set *SoAudioClips*
- Settings Main *SoAudioSetMain*
- Settings 3D *SoAudioSet3D*
- Settings Music *SoAudioSetMusic*
- Settings VO *SoAudioSetVO*
- Asset SFX *SoAudioAssetSFX*
- Asset Music *SoAudioAssetMSC*
- Asset VO *SoAudioAssetVO*

Scripts on Game Object

- Audio Data (Data Manager) *GoAudioData*
- Utility Scripts (runs silently)
  - Audio Numbers Converter *UtAudioNumbers*
  - Play Audio *UtAudioPlay*
- Trigger (custom script depending on situation)
- Audio Source Component