

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class StartingLightsScript : MonoBehaviour
6 {
7     public GameObject RLightOff;
8     public GameObject RLightOn;
9     public GameObject ALightOff;
10    public GameObject ALightOn;
11    public GameObject GLightOff;
12    public GameObject GLightOn;
13    public AudioSource Sound1;
14    public AudioSource Sound2;
15    public GameObject Go;
16
17    // Start is called before the first frame update
18    void Start()
19    {
20        Go.SetActive(false);
21        StartCoroutine(StartingLights());
22    }
23
24    IEnumerator StartingLights()
25    {
26        yield return new WaitForSeconds(1);
27        RLightOff.SetActive(false);
28        RLightOn.SetActive(true);
29        Sound1.Play();
30        yield return new WaitForSeconds(1);
31        RLightOff.SetActive(true);
32        RLightOn.SetActive(false);
33        Sound1.Play();
34        ALightOff.SetActive(false);
35        ALightOn.SetActive(true);
```

```
36     yield return new WaitForSeconds(1);
37     ALightOff.SetActive(true);
38     ALightOn.SetActive(false);
39     Sound2.Play();
40     GLightOff.SetActive(false);
41     GLightOn.SetActive(true);
42     yield return new WaitForSeconds(0.5f);
43     SaveScript.RaceStart = true;
44     Go.SetActive(true);
45     yield return new WaitForSeconds(2);
46     Go.SetActive(false);
47 }
48
49
50 }
51
```