*Assessment Task 1 – Write a Modular Complex System Brief*

*Audio Manager “…” – Julian Pahor*

***Purpose:***

The purpose of this system is to greatly streamline the implementation of audio within Unity. Making it easy to essentially plug and play audio from multiple sources and easily change how they interact with one another.

References:

<https://github.com/jackyyang09/Simple-Unity-Audio-Manager>

https://assetstore.unity.com/packages/tools/audio/master-audio-2022-aaa-sound-212962

***Reliant Library:***

This system will primarily use Unity’s default libraries but will also include the use of UIBuilder package.

***Mathematical Operations:***

Asd

***Advanced Algorithms:***

Asd

***How it will be made modular:***

Asd

***Integration:***

asd

Updating Waveform in real time for fades / loading waveform texture

Use burst jobs