**Programmer’s Guide**

## **Scripts and Functions**

### **1. SubtitleManager.cs**

* **ShowSubtitle()**   
   Displays the subtitle and starts a timer to hide it.
* **UpdateSubtitleText()**   
   Changes the subtitle text to match the selected language.
* **HideAfterSeconds()**   
   Waits and then hides the subtitle (used inside ShowSubtitle).

### **2. BackgroundAudioManager.cs**

* **Awake()**   
   Starts background music when the scene loads.
* **ToggleMute()**   
   Mutes or unmutes all app sounds.
* **PlayClick()**   
   Plays a click sound if not muted.
* **PlayFeedbackSound(isCorrect)**   
   Plays a correct or wrong answer sound.

### **3. LanguageManager.cs**

* **Start()**   
   Sets the app to the default language and listens for dropdown changes.
* **OnLanguageChanged(index)**   
   Updates the app language everywhere when the user picks a new one.

### **4. LocalizedTextManager.cs**

* **UpdateAllTexts()**   
   Updates all labels, buttons, and other UI text to match the current language.

### **5. PlayNarrationOnEnable.cs**

* **Awake()**   
   Gets the AudioSource ready.
* **OnEnable()**   
   Starts the narration audio and shows subtitles (only once).
* **MyWaitRoutine()**   
   Waits for 3 seconds (used for timing/demo).

### **6. QuizManager.cs**

* **Start()**   
   Sets up the quiz and hides quiz elements at launch.
* **StartQuiz()**   
   Begins the quiz, shows the first question, and resets the score.
* **ShowQuestion()**   
   Displays the current question and answers.
* **OnAnswerSelected(index)**   
   Checks if the answer is right, plays sound, and moves to the next.
* **FlashButtonAndContinue(buttonIndex, isCorrect)**   
   Flashes the answer button in green/red, then goes to the next question.
* **ShowResult()**   
   Shows the user's score at the end.
* **ExitQuiz()**   
   Exits the quiz and goes back to the main menu.

### **7. StartARUIManager.cs**

* **Start()**   
   Hides scan instructions at launch.
* **StartAR()**  
   Shows the scan instructions with a fade-in and hides the menu.
* **FadeInOutSequence()**  
   Fades in and then fades out the scan instructions.
* **FadeCanvasGroup** Animates fading for UI elements.
* **ExitToMenu()** Shows the main menu again and hides the scan instructions and exit button.