```csharp
1  using UnityEngine.Audio;
2  using System;
3  using UnityEngine;
4
5  public class AudioManager : MonoBehaviour {
6
7      public Sound[] sounds;
8
9      public static AudioManager instance;
10
11     // Use this for initialization
12     void Awake () {
13         if (instance == null) {
14             instance = this;
15         }
16         else {
17             Destroy(gameObject);
18             return;
19         }
20
21         DontDestroyOnLoad(gameObject);
22
23         foreach (Sound s in sounds) {
24             s.source = gameObject.AddComponent<AudioSource>();
25             s.source.clip = s.clip;
26
27             s.source.volume = s.volume;
28             s.source.pitch = s.pitch;
29             s.source.loop = s.loop;
30         }
31     }
32
33     void Start () {
34         Play("Theme");
35     }
36
37     public void Play (string name) {
38         Sound s = Array.Find(sounds, sound => sound.name == name);
39         if (s == null) {
40             Debug.LogWarning("Sound: " + name + " not found!");
41             return;
42         }
43         s.source.Play();
44     }
45 }
46
```