Unity Asset Store Package



*[Unity asset store package web link goes here]*

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| **NAME** | **FEATURES** |
| Simple Audio Manager | An audio controller and manager component in inspector view |
|  | Persistent singleton class call from code (no prefabs needed) |
| **CATEGORY** | Static function calls with callbacks |
| Scripting / Audio | 3 background music transition effects (swift, fade & cross fade) |
|  | Control of all sound effects in game without tags |
| **AUTHOR** | Integration with AudioMixerGroups |
| Oluwaseye Ayinla | Built-in sound pool for looping sounds |
|  | Pool for loading audio assets from resource folder |
| **PRICE** | Fully commented code for understanding |
| $3 | 2 demo scenes to play test |

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| **SCREEN SHOTS** | |
| ***[AudioManager script in inspector view]*** | ***[Code sample implementation of script]*** |
| ***[Demo scene showing singleton prefab]*** | ***[Other scenes in the asset package]*** |