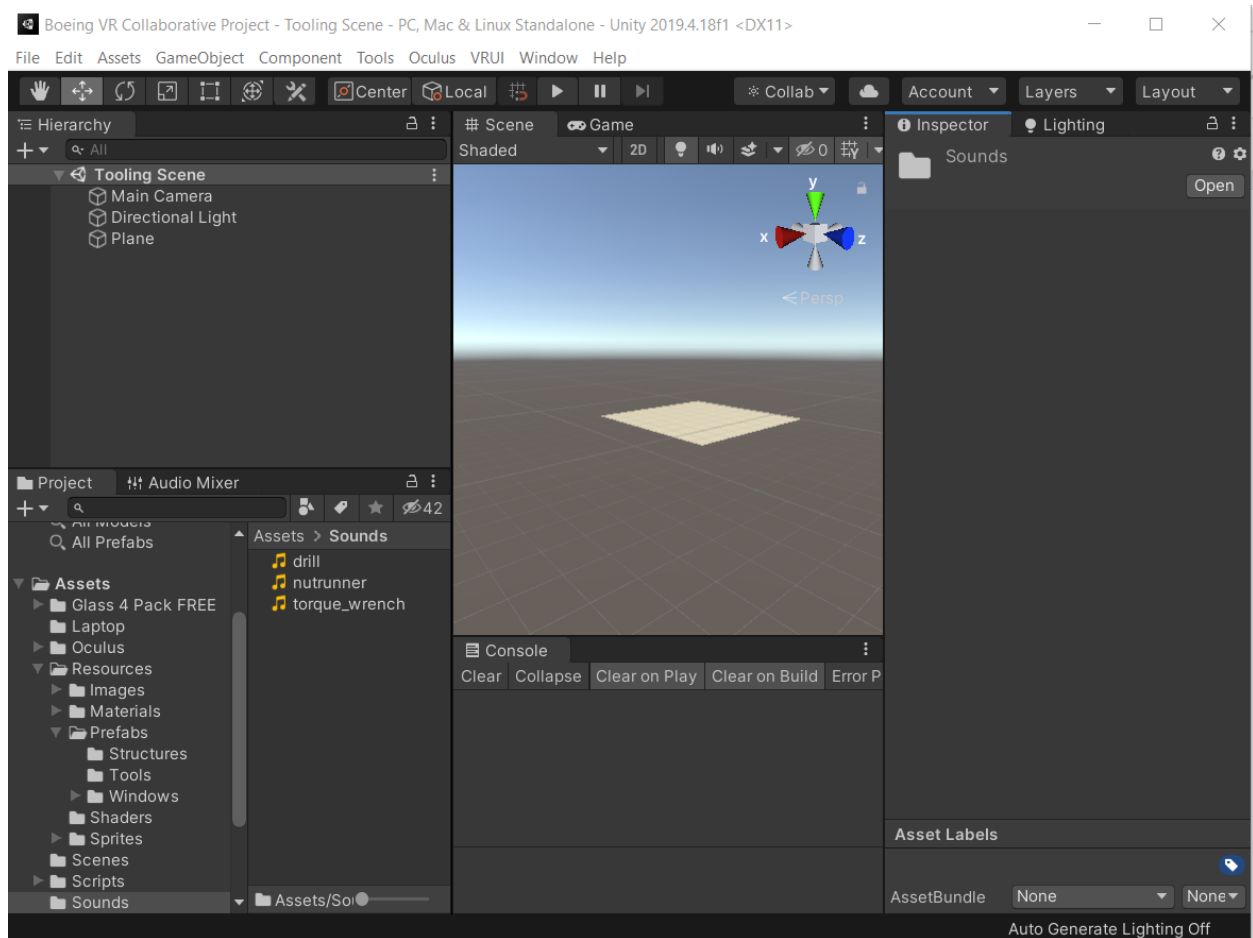


Bloomer's Artifact

Task: As a developer, I want to add audio to the tools for operation purposes to fulfill a more immersive application.

- Find .mp3 files for each of the tools (Drill, Nutrunner, and Torque Wrench)



- Write a script to apply the audio file to the tools for when they're being used

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CarSound : MonoBehaviour
{
    public AudioSource someSound;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        if(Input.GetKeyDown(KeyCode.LeftShift))
        {
            someSound.Play();
        }
    }
}
```