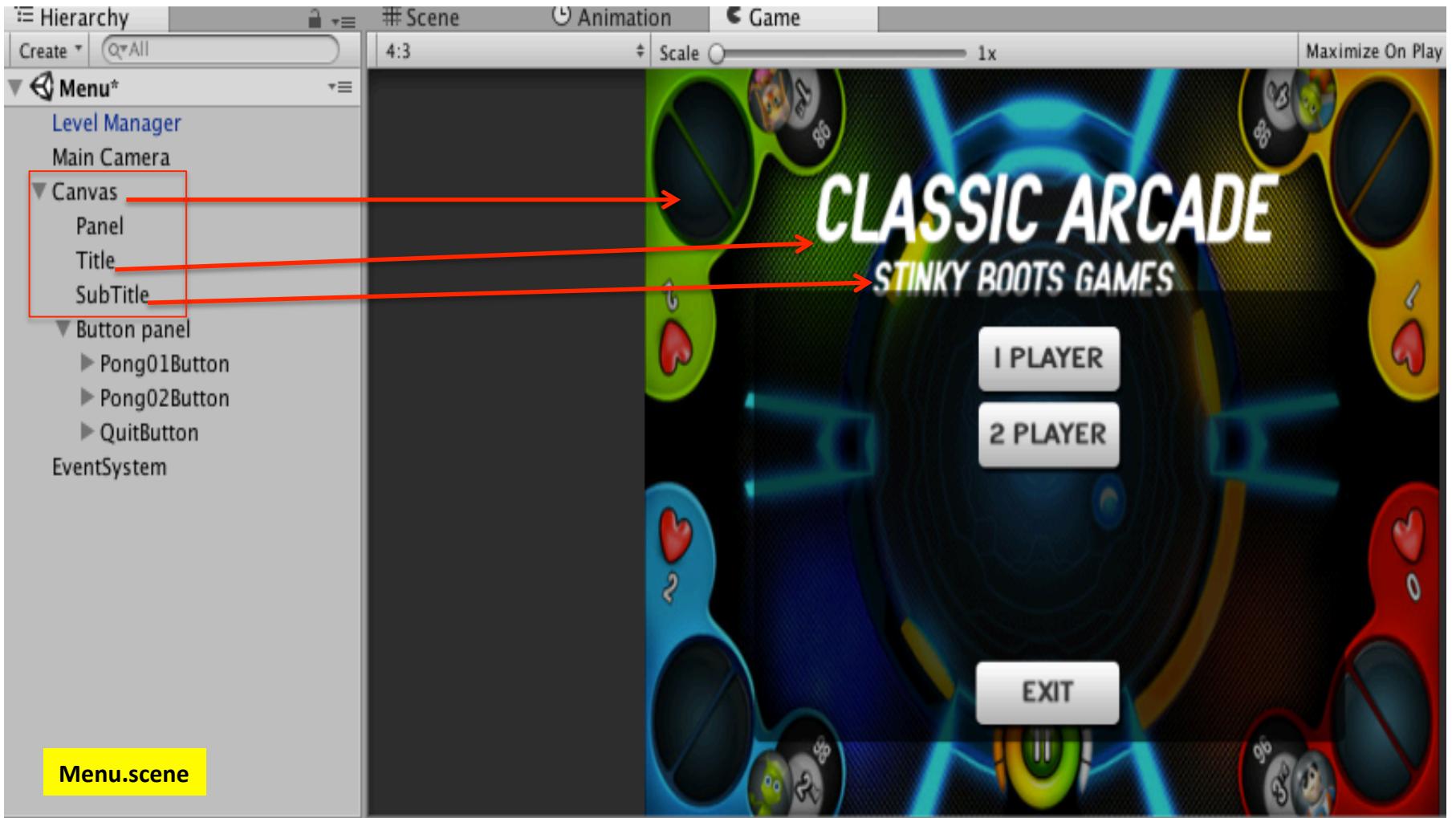
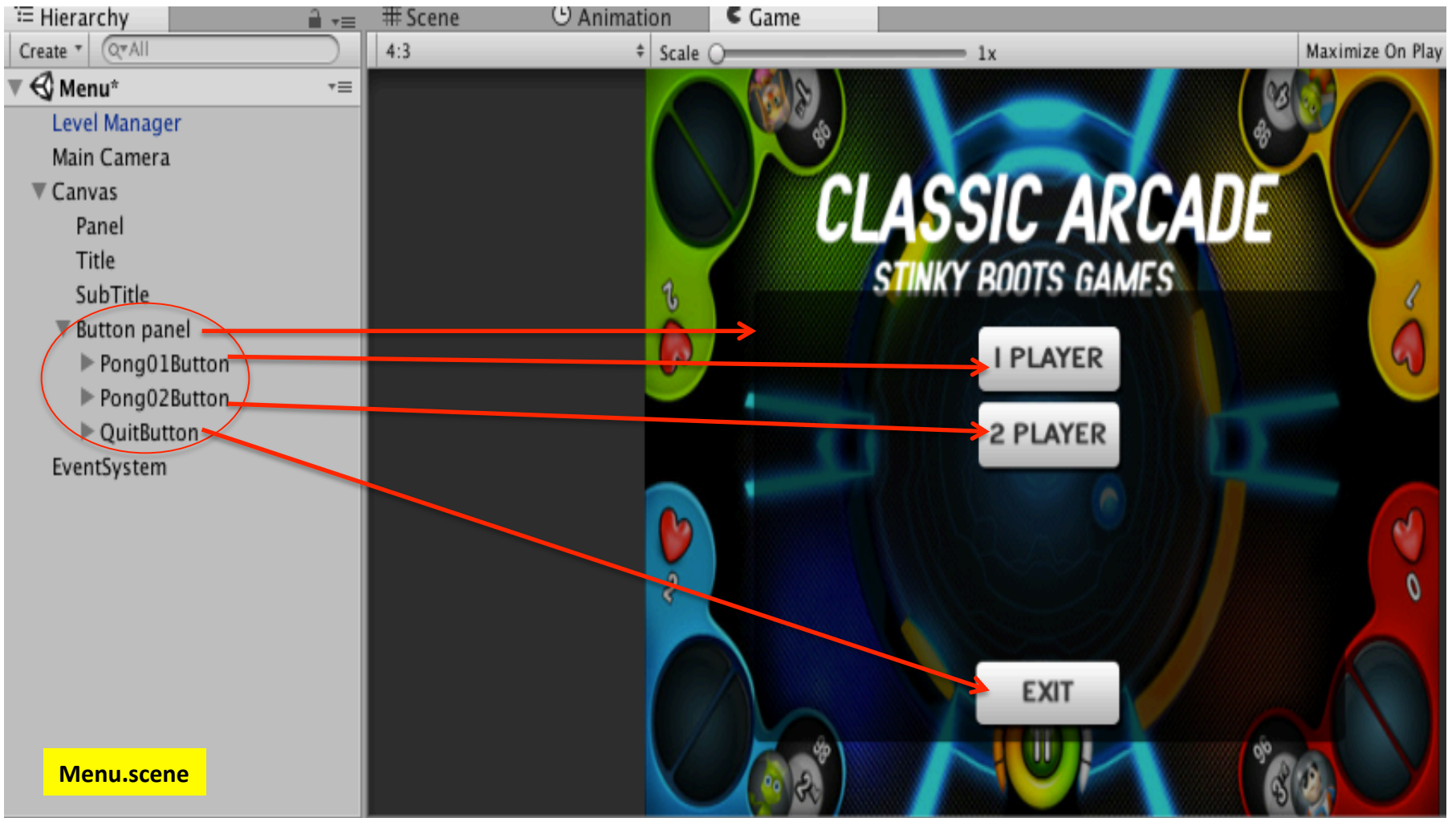
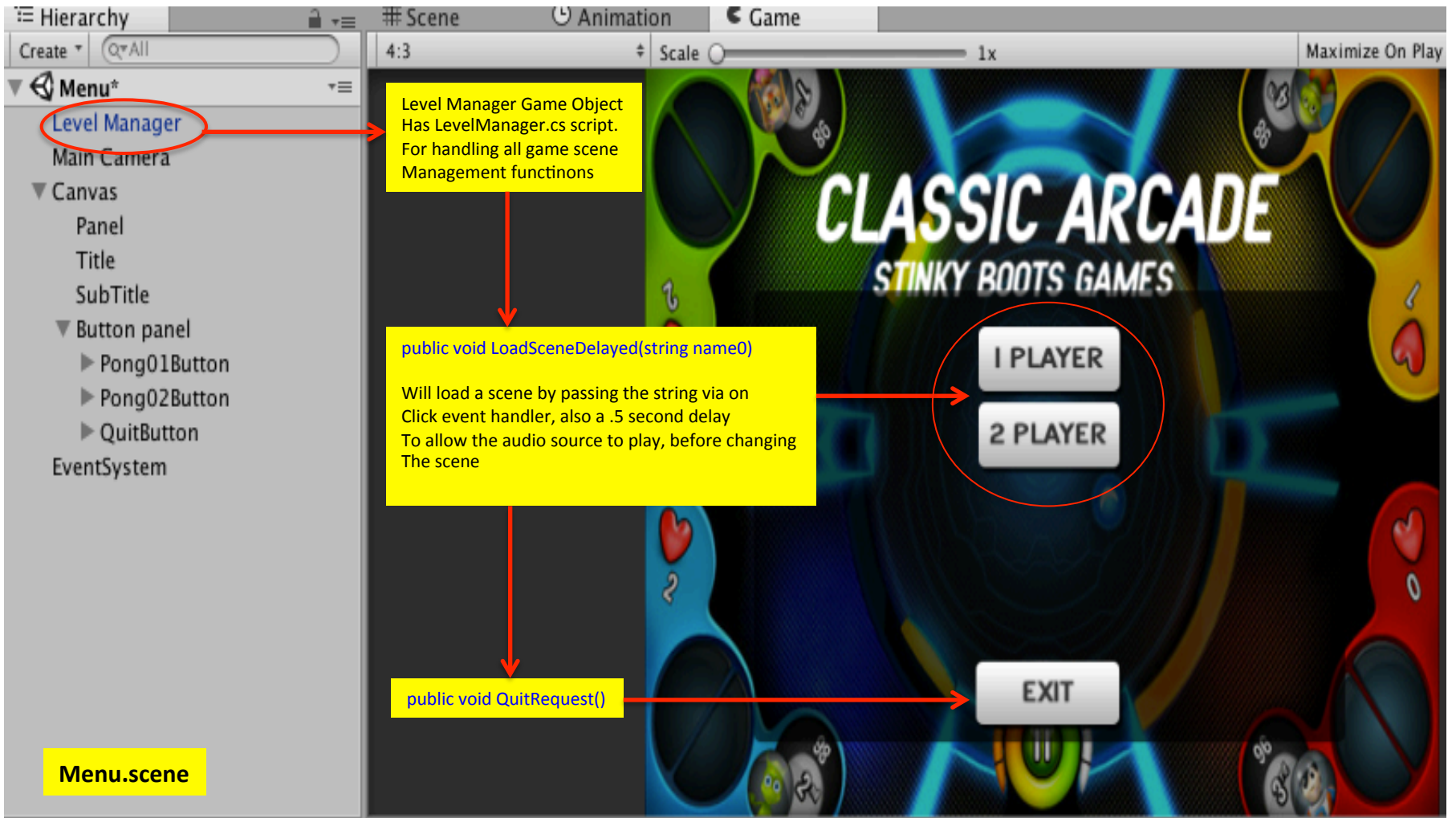


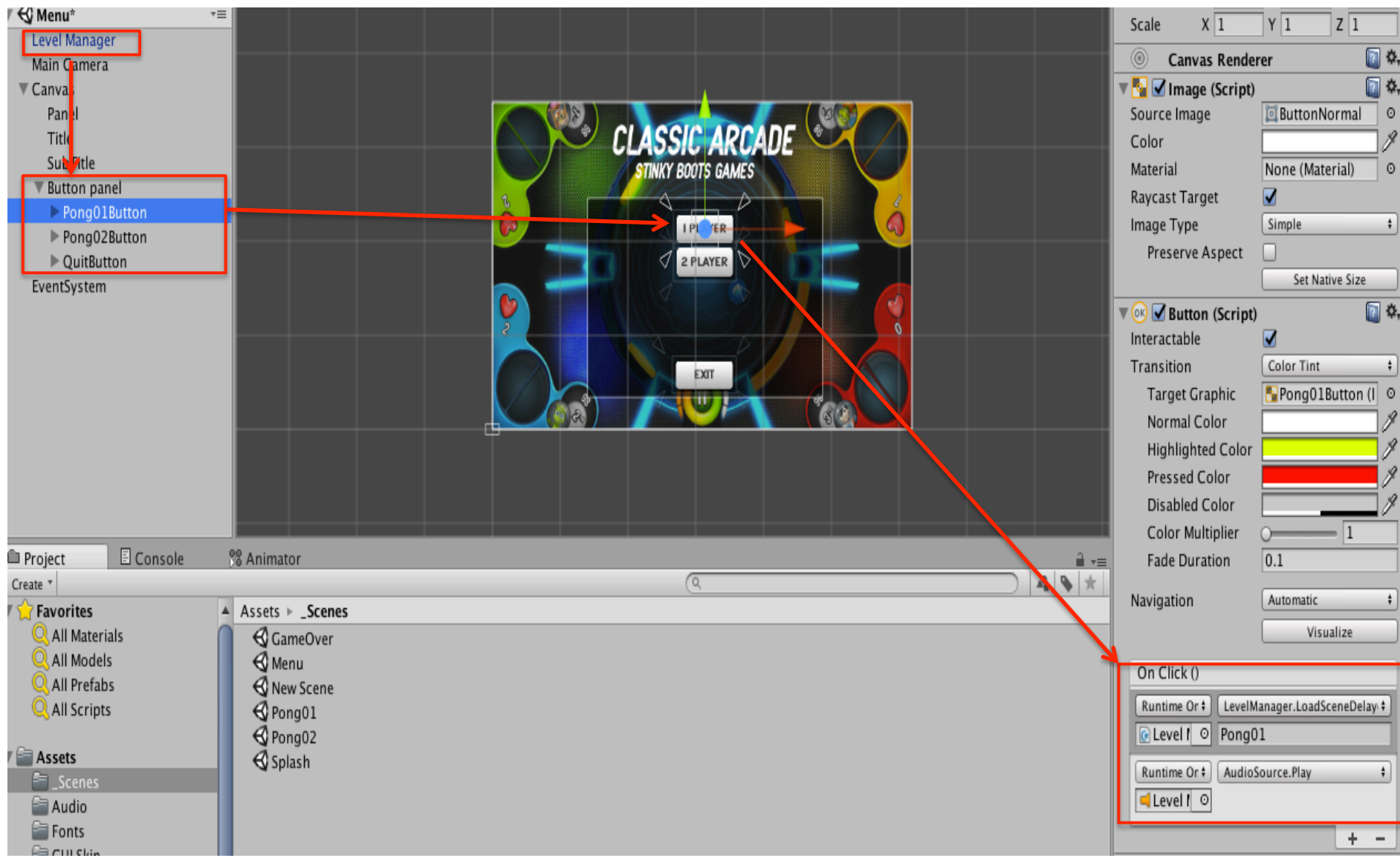
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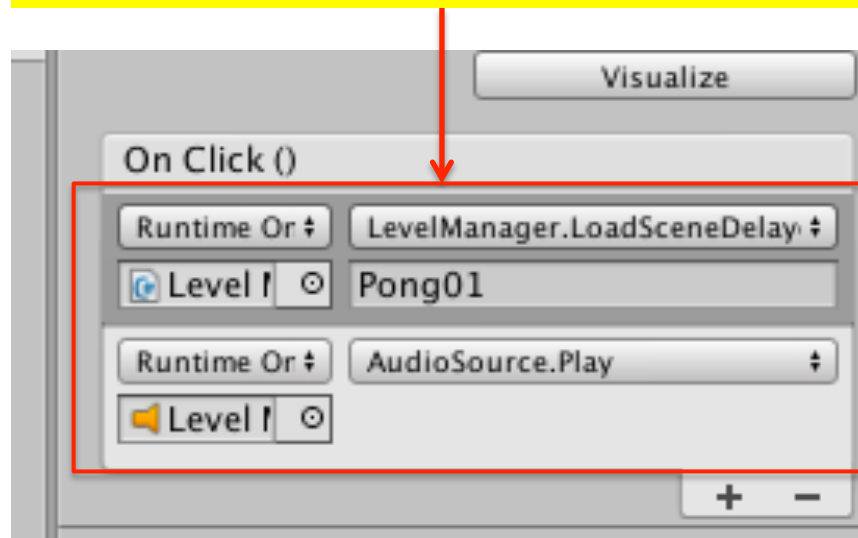


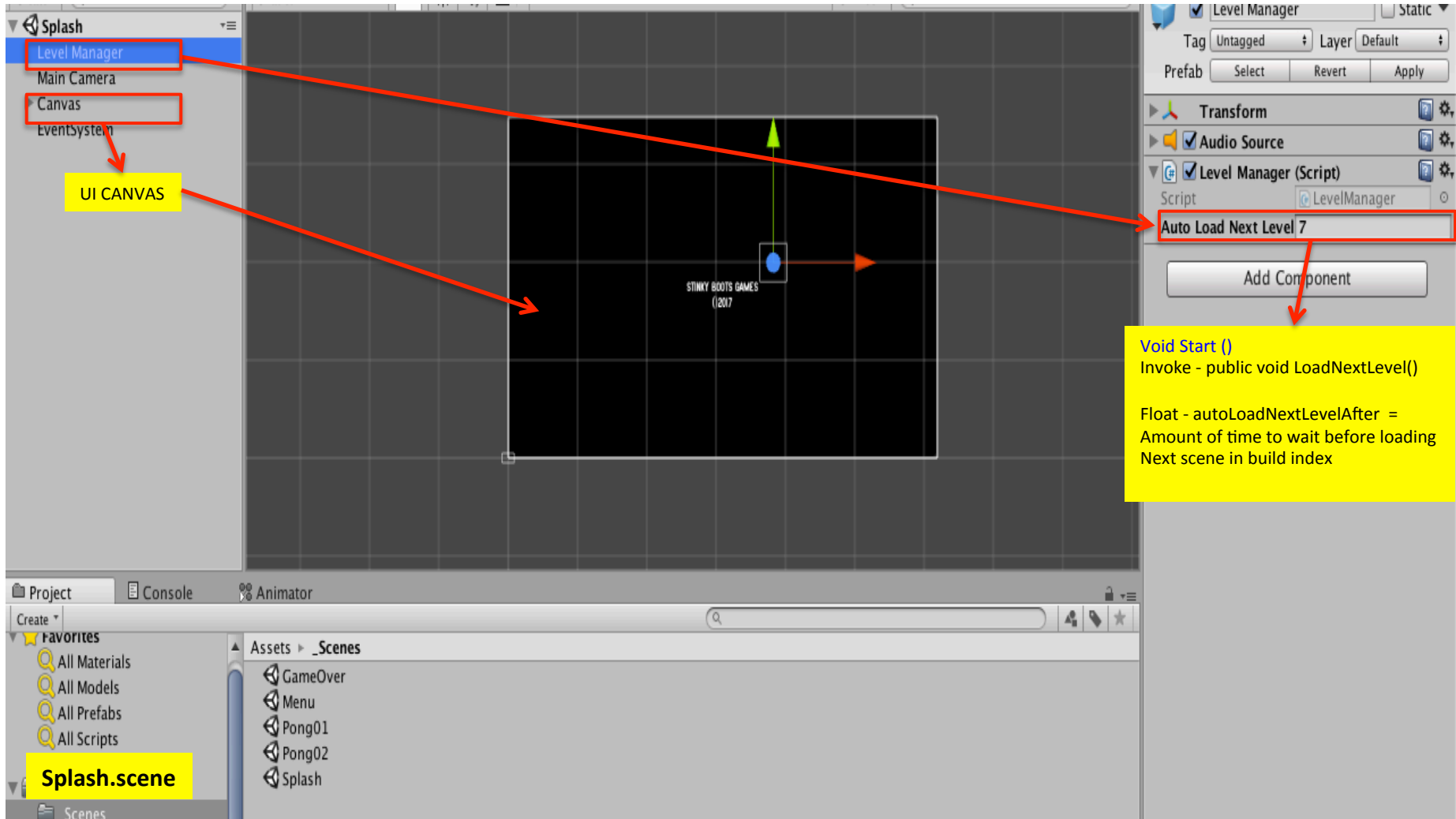




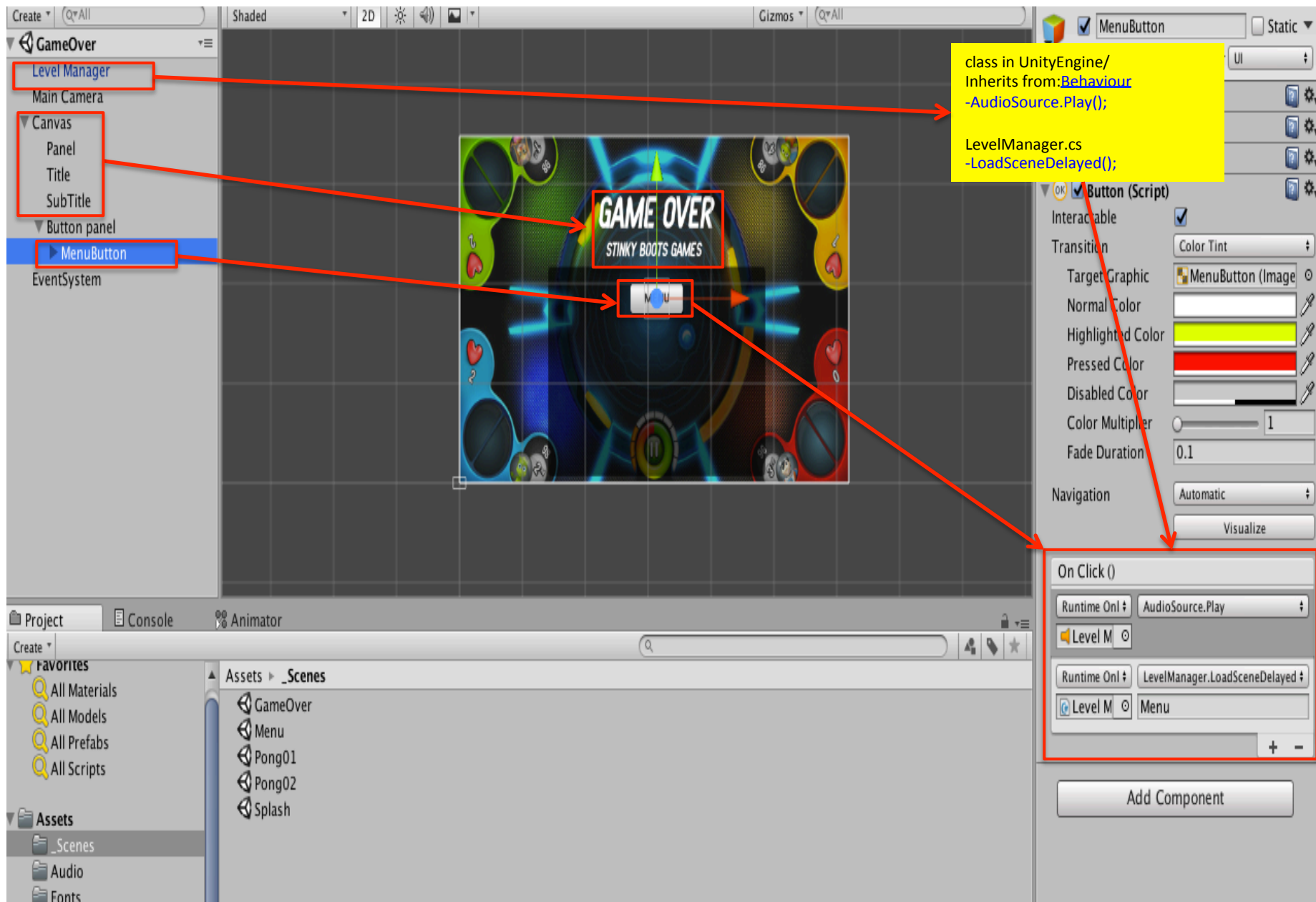
Audio Source is a component of the Game Object
Level Manager

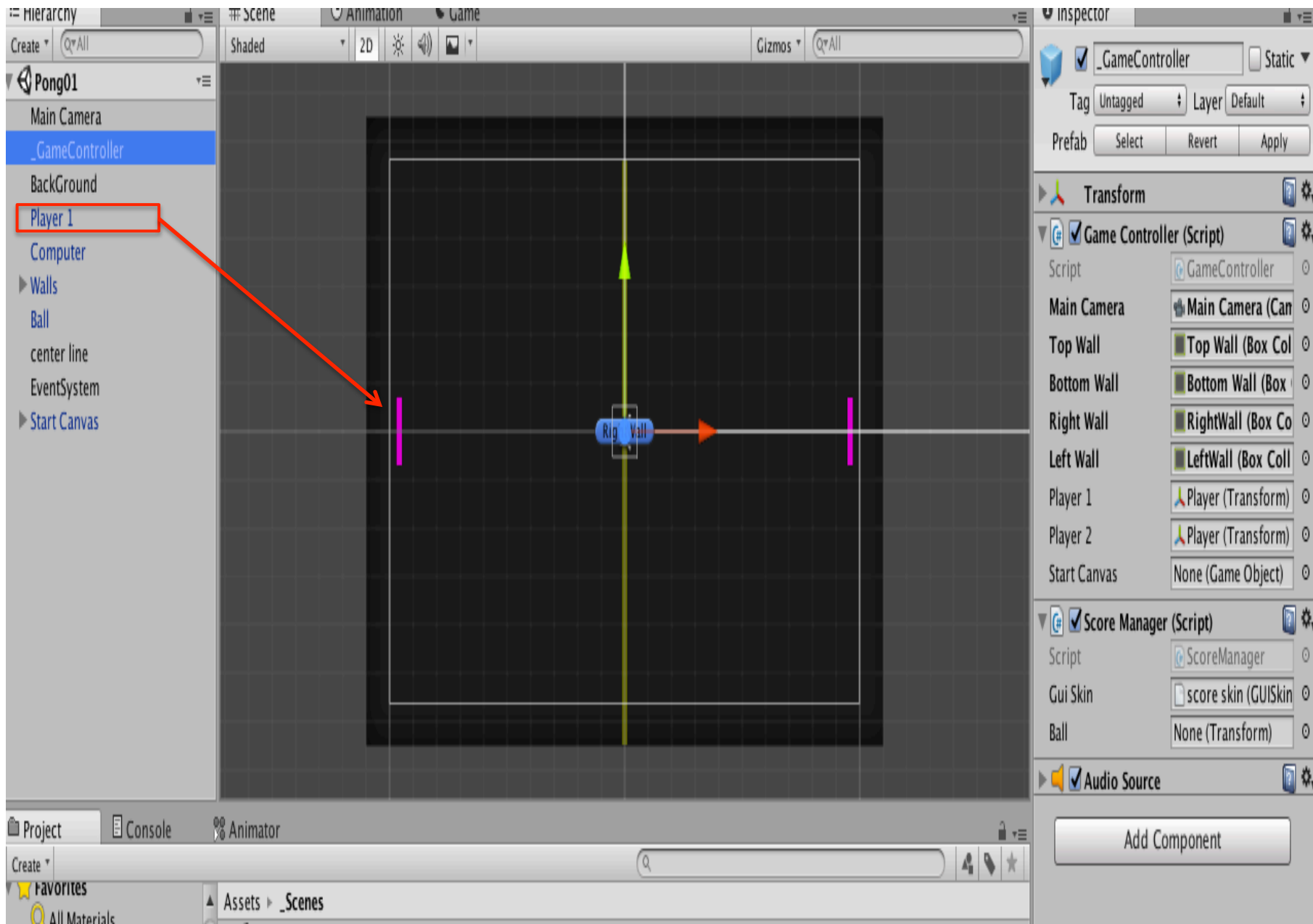
- Two events
 - `LoadSceneDelay();`
 - `AudioSource.Play();`

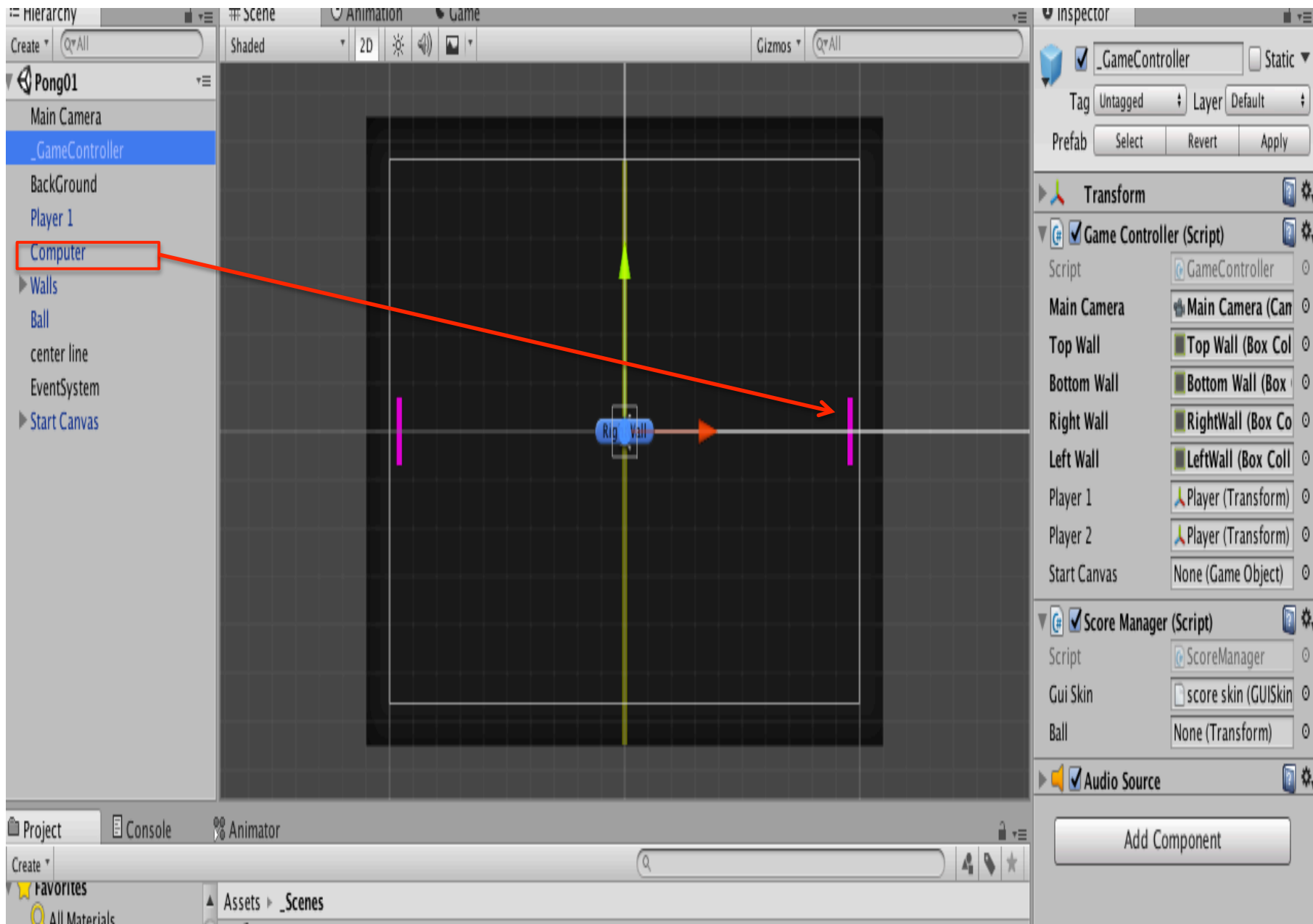


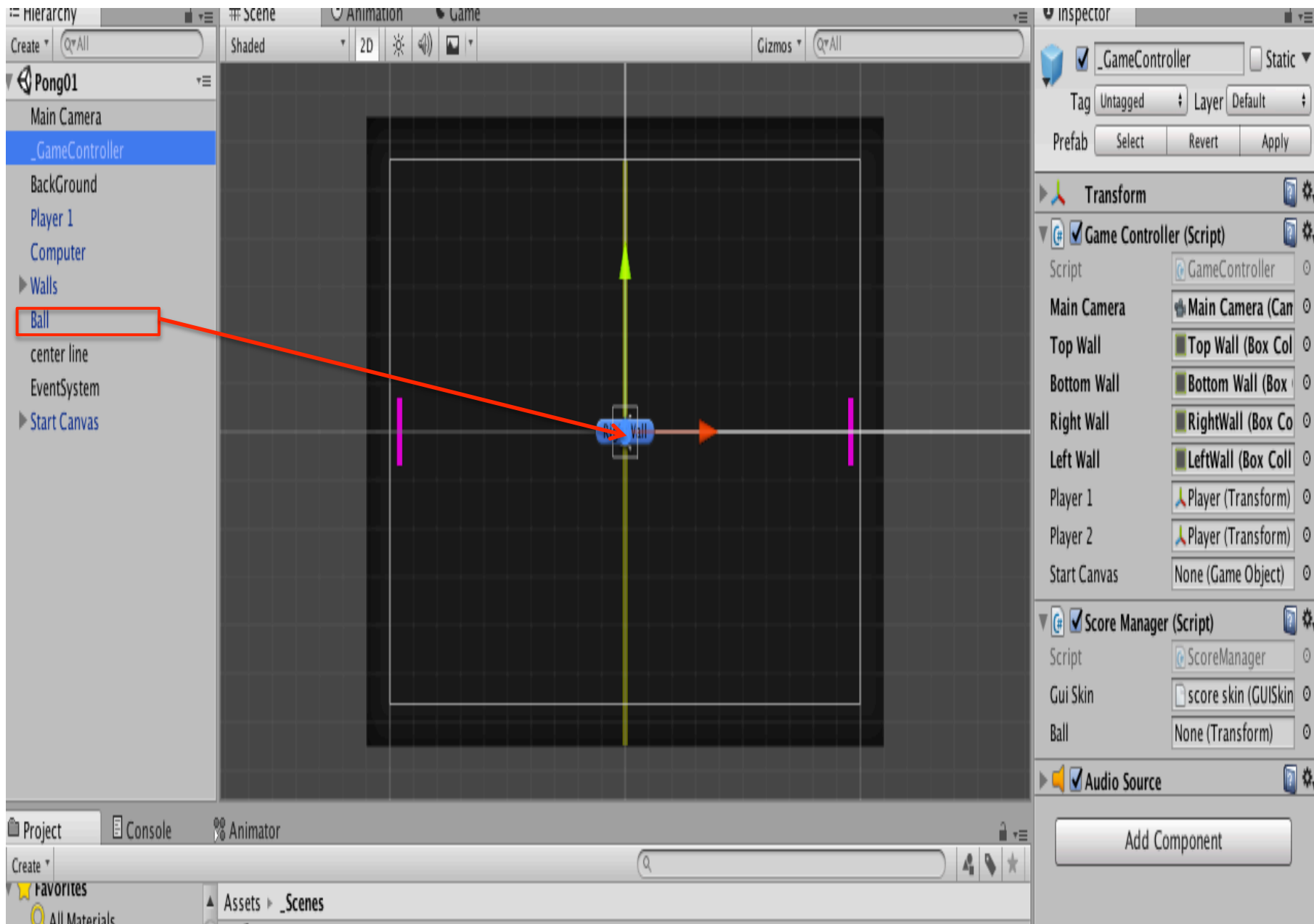


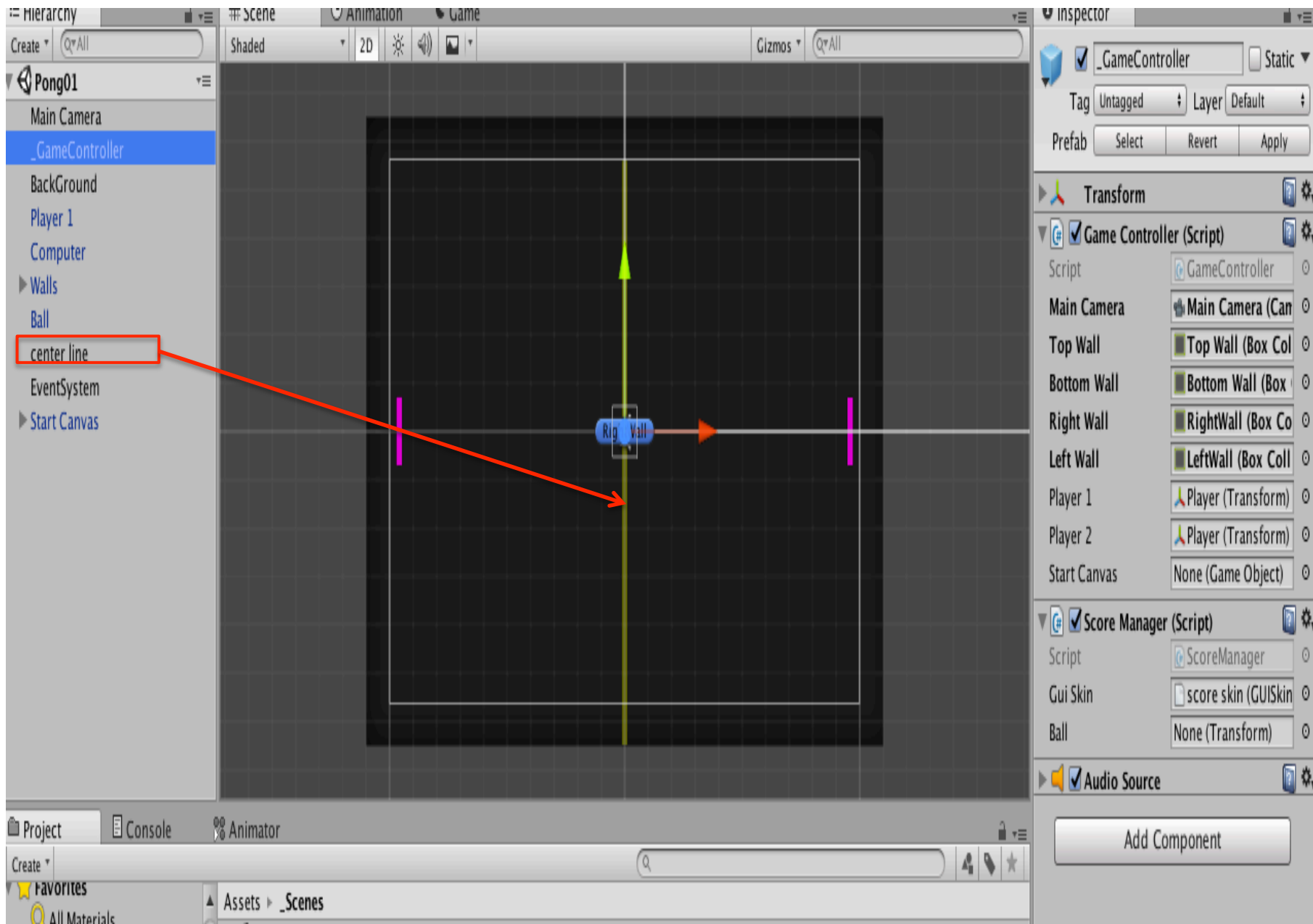
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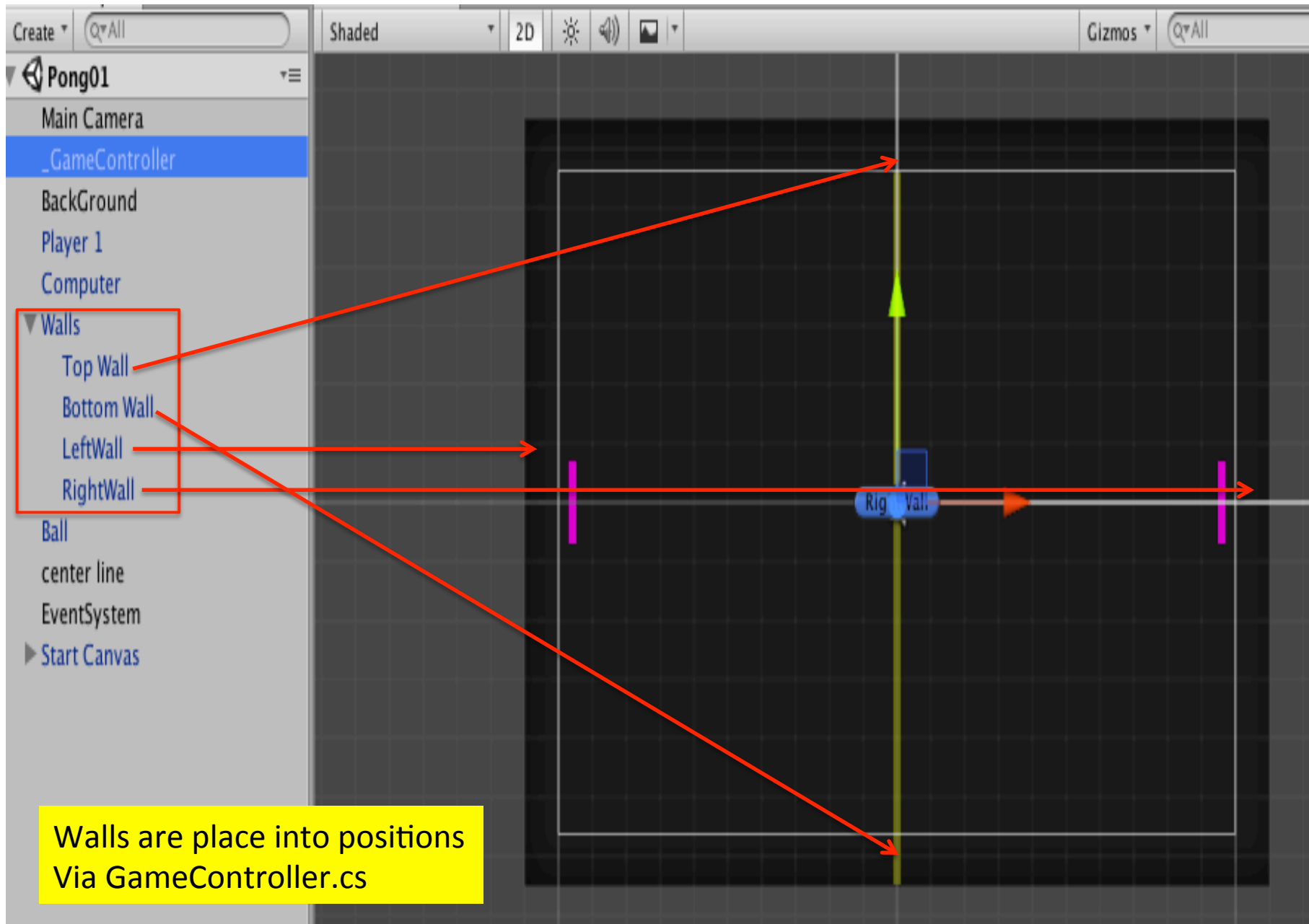


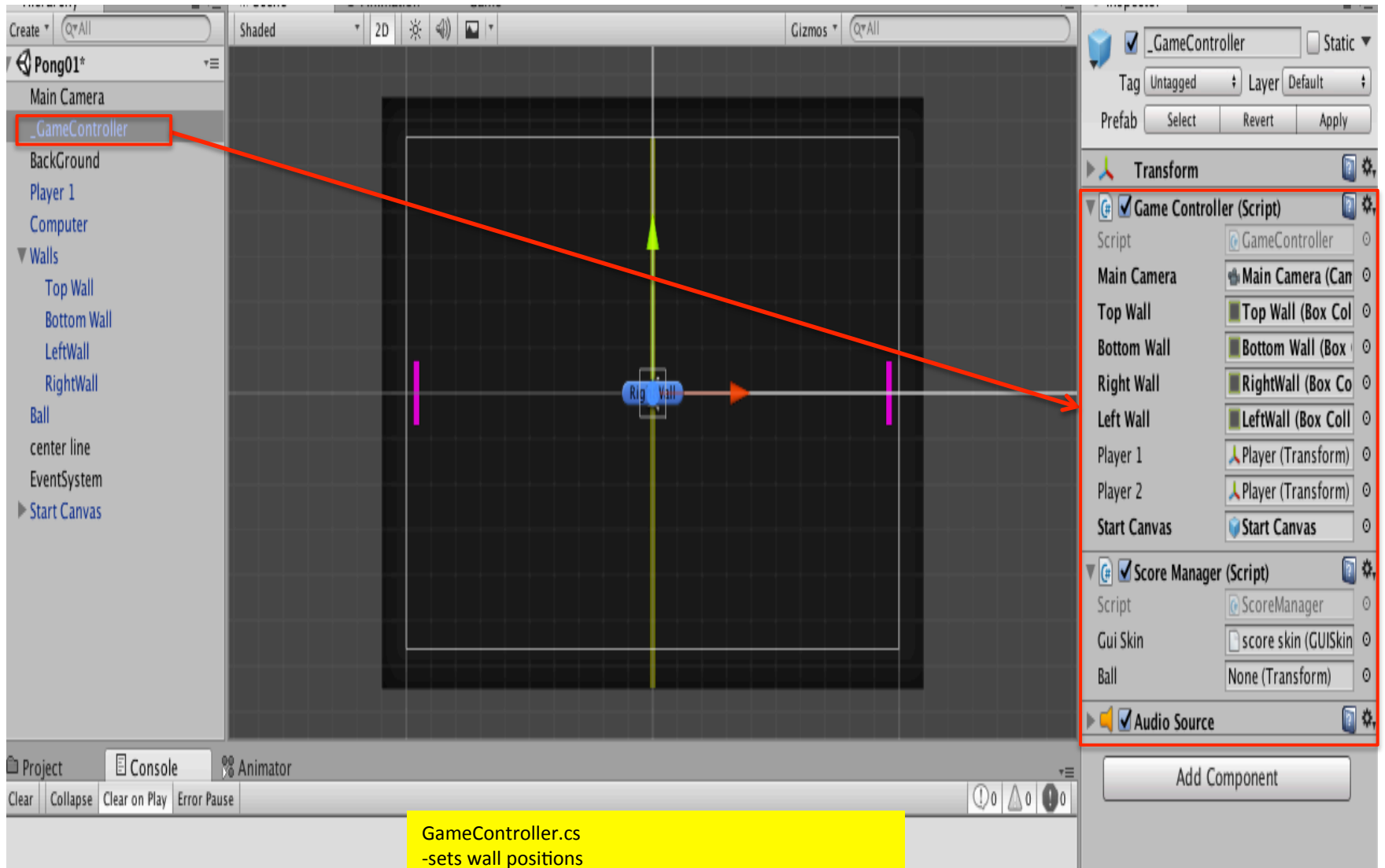












GameController.cs
-sets wall positions
-sets player positions
-It does these functions based on the main camera object
- Turns on/off start canvas "Get Ready!"

0

ScoreManager.cs
- public void OnGUI()

0

GET READY

GameController.cs
- Turns on/off start canvas "Get Ready!"

0

```
void Start ()
{
    FindStartCanvas ();
    StartCoroutine(WaitForCanvas());
}
```

0

```
IEnumerator WaitForCanvas()
{
    // 2 sec delay then "Get Ready" disappears

    yield return new WaitForSeconds (2f);
    startCanvas.SetActive(false);
}
```

GET READY

```
// this is just to check for a "start canvas" gameObject
void FindStartCanvas ()
{
    startCanvas = GameObject.Find("Start Canvas");

    if(!startCanvas) <!-- if NOT start canvas
    {
        // log to console error;
    }
}
```

