1. Create a/multiple public AudioClip variables in the script that you want that particular sound to play. You can also create multiple audio clips for that same sound effect and randomly play one using the RandomizeSfx function.
2. Find the area of the code where you want that particular clip to play.
3. Use code:

**SoundManager.instance.RandomizeSfx(clip1,clip2);**

4. If there is a game over sound that you need to play then do the following steps:

**SoundManager.instance.PlaySingle(gameOverSound);**

**SoundManager.instance.musicSource.Stop();**

5. Then just go into the editor and add the appropriate sound clips in the inspector.

THE CODE IS AS FOLLOWS: Put this on an empty gameobject

using UnityEngine;

using System.Collections;

public class SoundManager : MonoBehaviour

{

public AudioSource efxSource;

public AudioSource musicSource; //select the background music here

public static SoundManager instance = null;

public float lowPitchRange = 0.95f;

public float highPitchRange = 1.05f;

*// Use this for initialization*

void Awake ()

{

if (instance == null)

instance = this;

else if (instance != this)

Destroy (gameObject);

DontDestroyOnLoad (gameObject);

}

public void PlaySingle(AudioClip clip)

{

efxSource.clip = clip;

efxSource.Play ();

}

public void RandomizeSfx(params AudioClip [] clips)

{

int randomIndex = Random.Range (0, clips.Length);

float randomPitch = Random.Range (lowPitchRange, highPitchRange);

efxSource.pitch = randomPitch;

efxSource.clip = clips [randomIndex];

efxSource.Play();

}

*// Update is called once per frame*

void Update () {

}

}