CLAIMS

1. A method of using scriptable objects to insert audio features into a program, the method comprising the steps of:

obtaining a plurality of cue sheets from an audio middleware, each of the plurality of cue sheets comprising a cue sheet name, a plurality of cues and a plurality of audio files, and each of the plurality of cues comprising a cue name and a description, the description illustrating a relationship between a unique action and at least one of the plurality of audio files;

scanning the plurality of cue sheets and the plurality of cues to identify the plurality of cue sheets based on the cue sheet name and the plurality of cues based on the cue name;

traversing through each of the plurality of cue sheets to select each of the plurality of cues;

constructing a scriptable object based on each traversed cue sheet and each selected cue, to form an association between the scriptable object and the traversed cue sheet and the selected cue; and

inserting the scriptable objects into the program code of the program;

such that when the program is executed and when an action occurs, a corresponding scriptable object out of the scriptable objects will be referenced as a result of matching the action with the unique action as illustrated by the description of the associated cue of the corresponding scriptable object; and a sound effect manager will be called using the corresponding scriptable object as a parameter which will result in the sound effect manager calling the Application Programming Interface (API) of the audio middleware to play the audio features of the at least one of the plurality of audio files as illustrated by the description of the associated cue of the corresponding scriptable object.

2. The method of claim 1 wherein the audio middleware is any one of the following: CRIWARE, Wwise and FMod.

3. The method of claim 1 or claim 2 wherein the sound effect manager belongs to a Unity engine.

4. The method of any one of the preceding claims wherein the program is a computer game.