I started with using sound with scripts in unity as I wanted to integrate interactive sounds as well as environmental sounds in unity. Initially, I went for a basic sound track that keeps playing as an environmental sound. Then, I added an audio trigger for the interactive objects. Whenever the user tries to come near to an interactive object, it plays a particular kind of music.
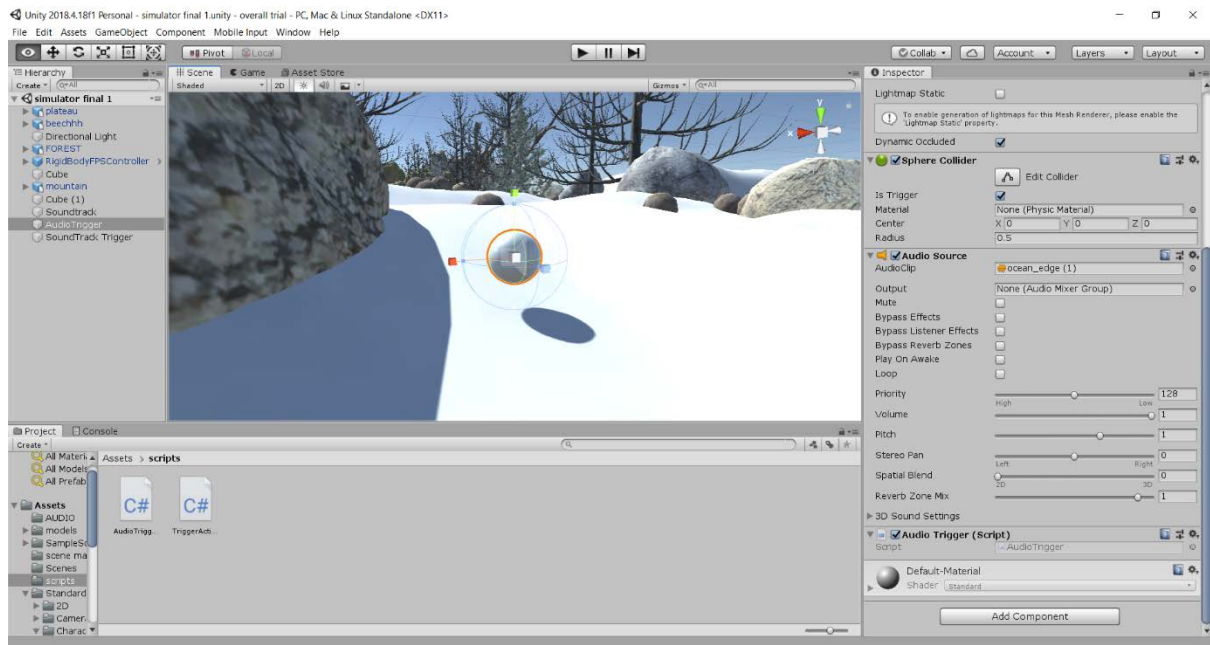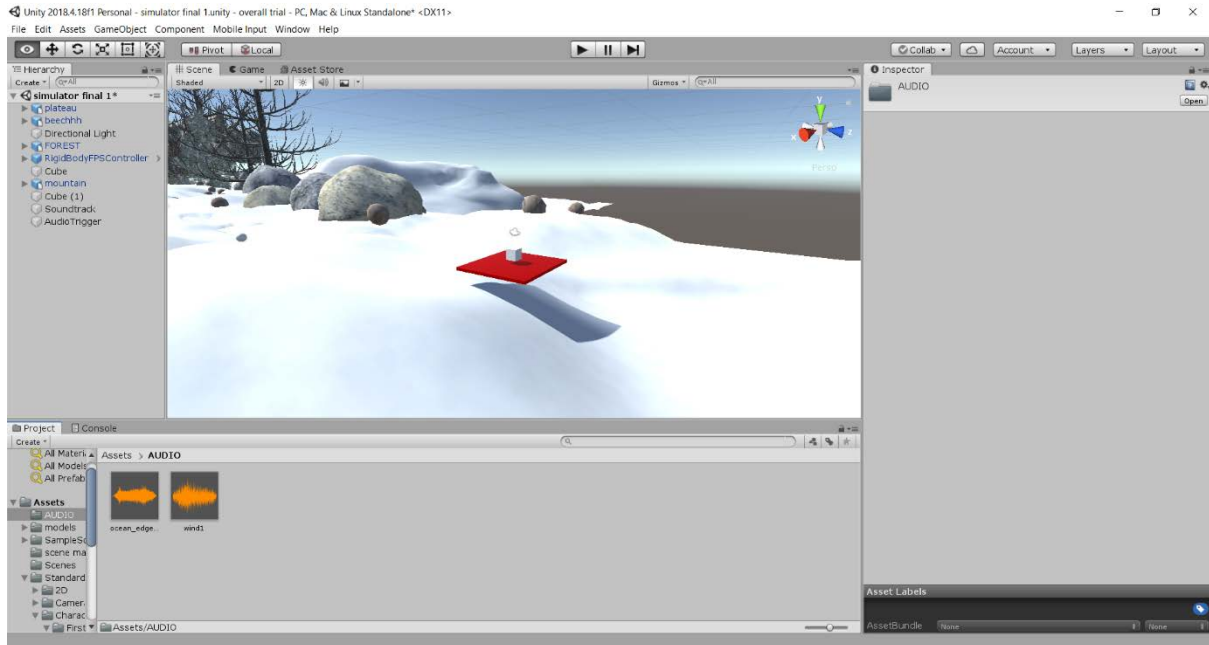

That did not work too well because I have different environments to deal with and I cannot have the same environmental music for all environments!
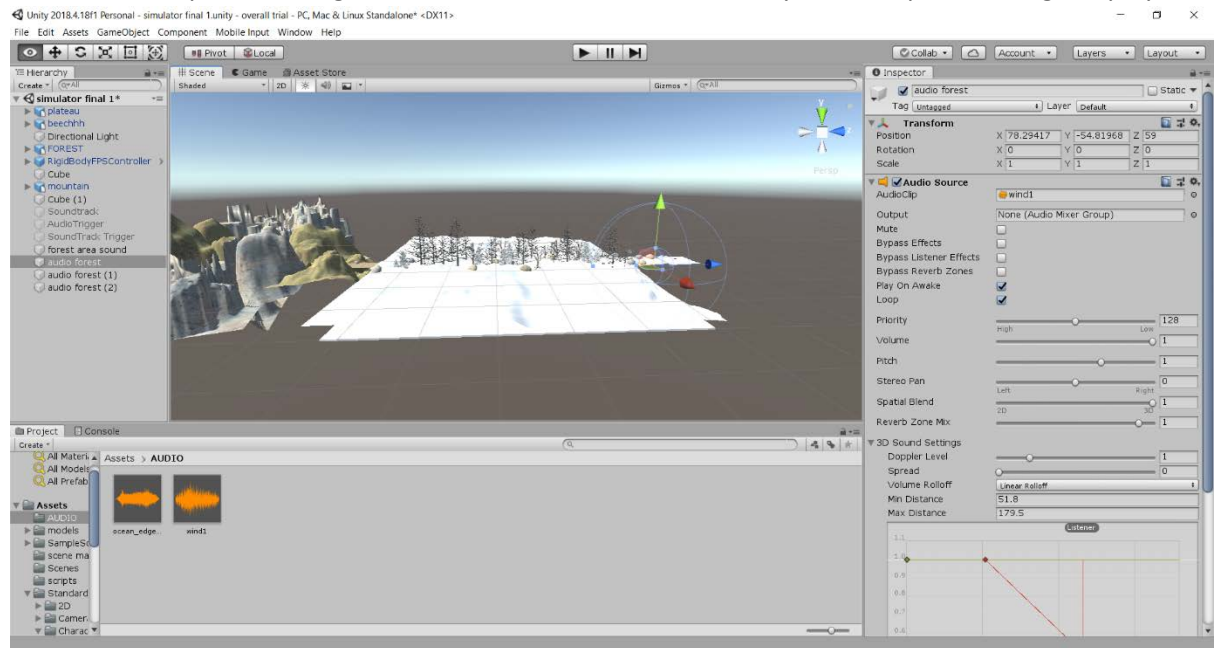
To solve the issues, I went with a game object and integrated my audio to the game object but that posed a problem because the whole environment when kept within the game object's circumference, did not play the environmental sounds at all!
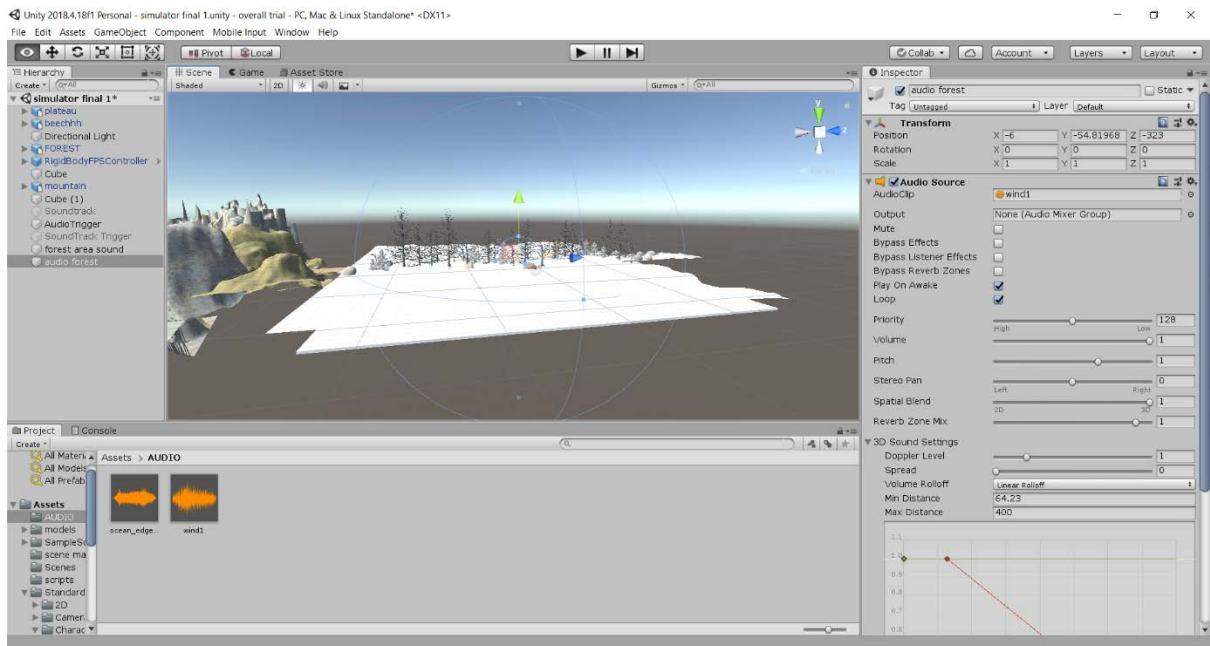

I reduced the size and adjusted the falloff volume distances and after multiple iterations, I arrived at this setting which actually played the sound in this circumference, but the problem remained constant as the sound was audiable only within the circumference.
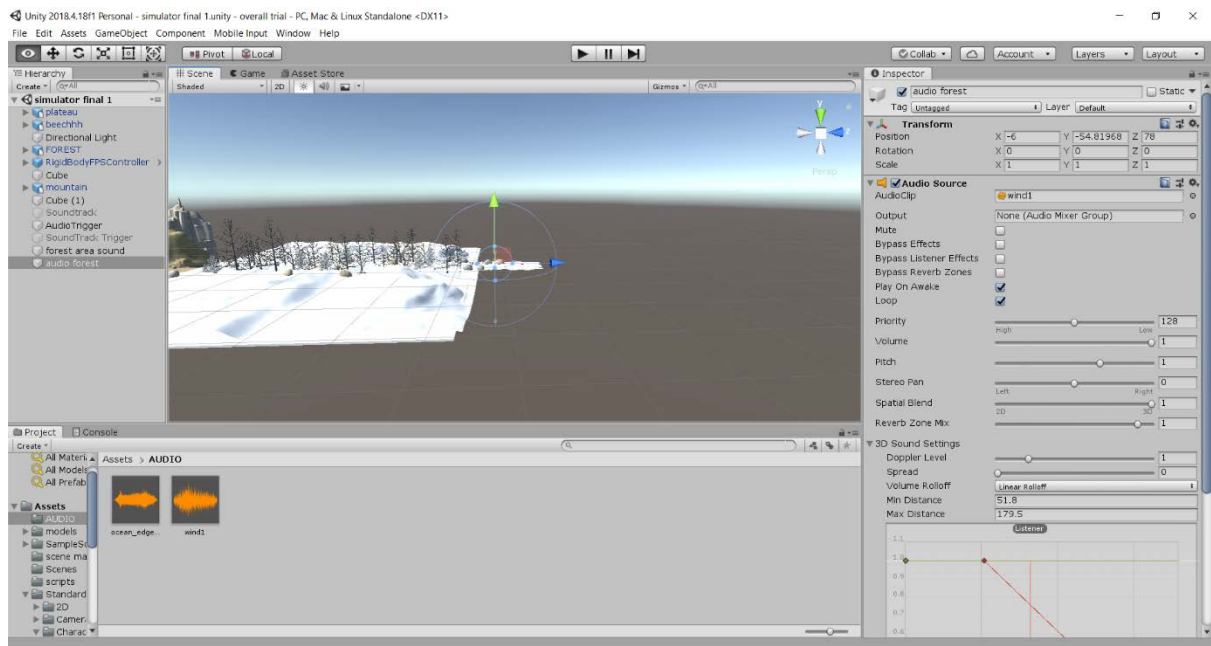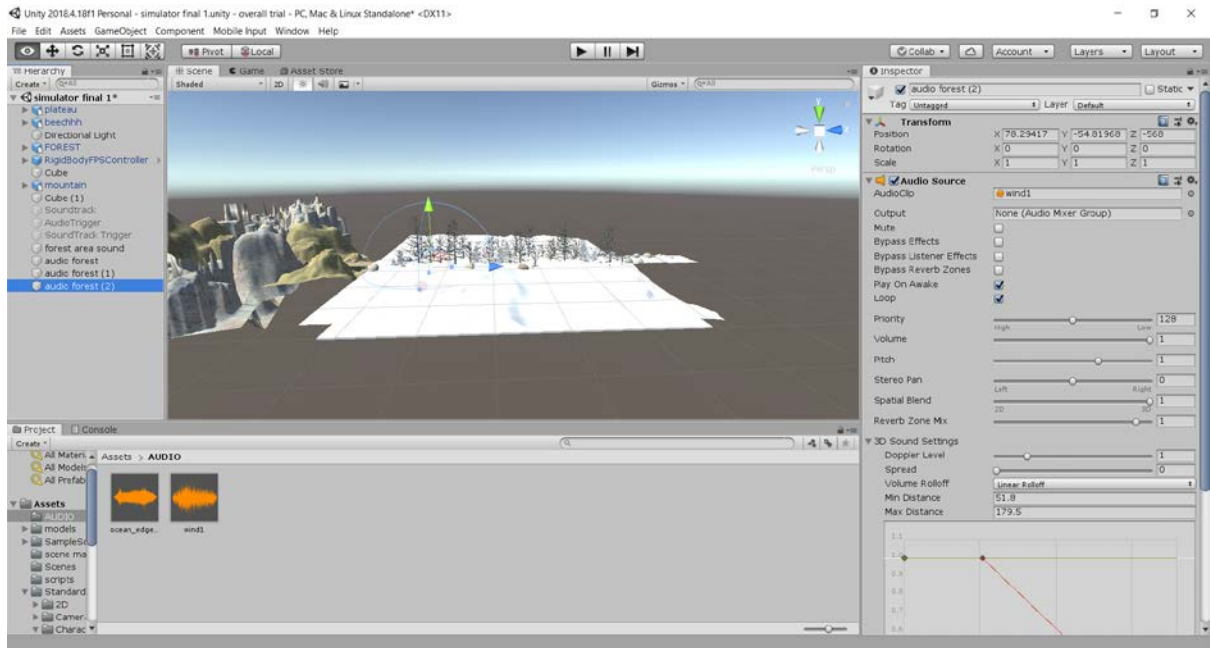
To solve this issue further, I added multiple game objects all along the forest scene playing the same sound. This helped me integrate sounds into the forest effectively and also provided a good play-

pause sound effect!
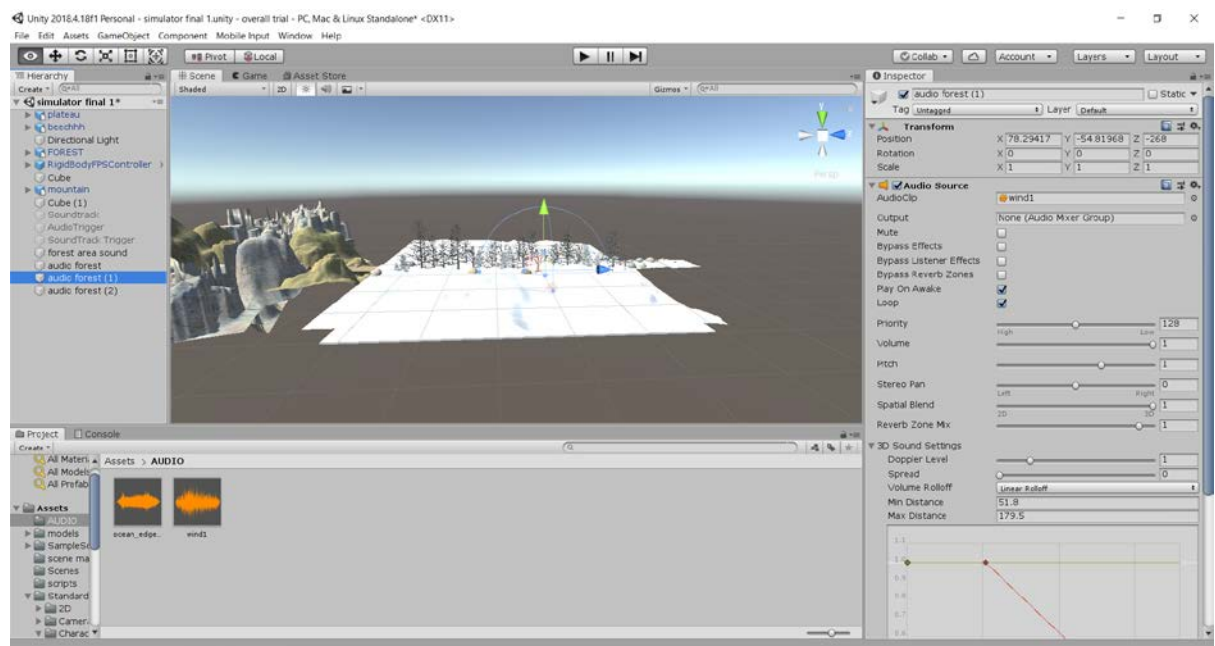
In my game, I have created elements that can play music too!