**Spike:** 18

**Title:** Spike 18, resource loading

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**Goals / deliverables:**

* Create a sound player that:
  + Loaded in 3 different sounds that could be played with corresponding input 1, 2, 3
  + Key input 0 would PAUSE the current sound
  + Have 2 images loaded in, a background and a tile image

**Technologies, Tools, and Resources used:**

* Visual studio
* SDL
* SDL Mixer

**Tasks undertaken:**

* Copied previous SDL project
* Downloaded and linked SDL mixer
* Created method for loading in sounds
* Created method for loading in images
* Method for checking inputs and playing corresponding sounds
* Method for pausing current sound