

Spike: 19

Title: Sound

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Goals / deliverables:

The goal is to add two sound objects. One must be a sound originates from a position in the world. One must be connected to actor that is the same sound.

To create this spike, you require:

- Sound Effects
- Sound Cues
- Blueprints

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Sound Effects
 - <https://www.freesound.org/>
- Sound
 - <https://docs.unrealengine.com/latest/INT/Engine/Audio/>

Tasks undertaken:

- Download Sound Effects
- Import Sound
- Create Sound Cues
- Add to the project
- Create the blueprints

What we found out:

- You can either use the blueprints or the UI for the game to set the dynamic sound.
- Probably better make the sound play on input

Open issues/ risks:

- Making a sound play from a certain location was harder than I first thought. Using the PlaySoundFromALocation function in the blueprints doesn't work properly
- Look at to this part of the UI to make the sound die out dynamically

