**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/>

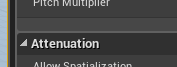
**Tasks undertaken:**

* 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 dymaniclly