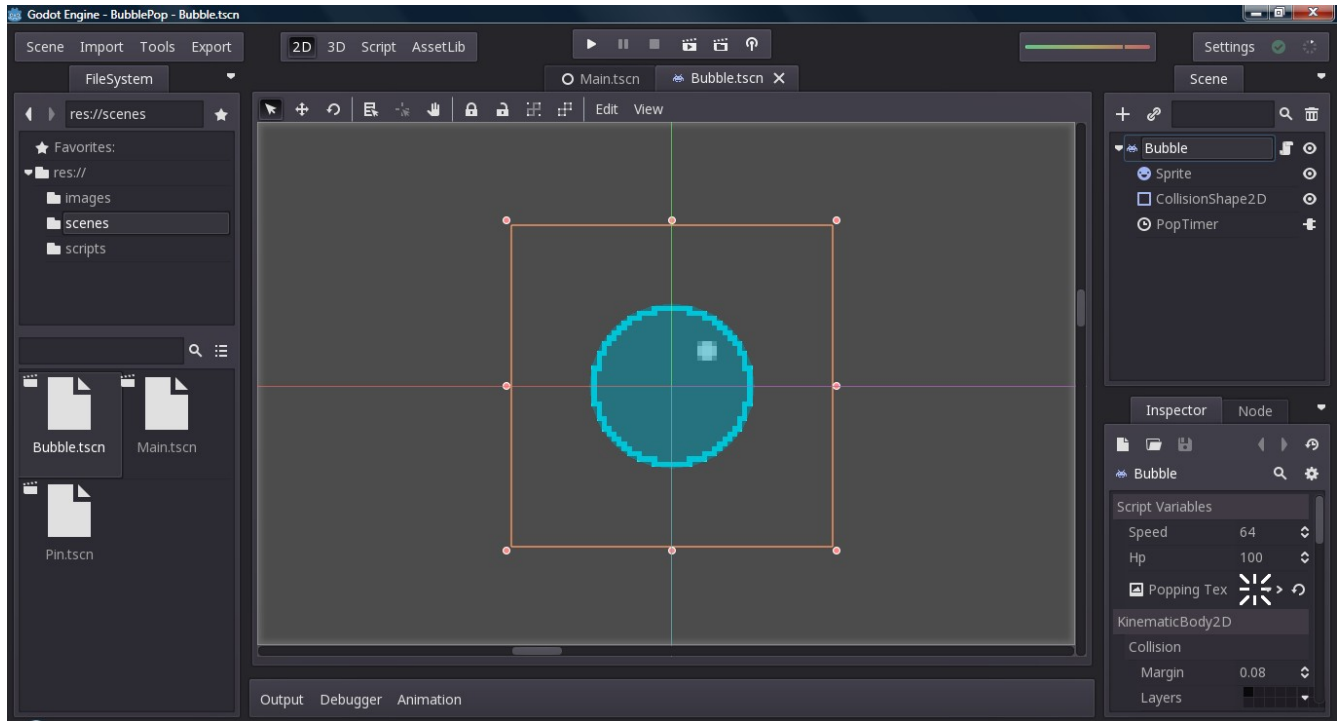


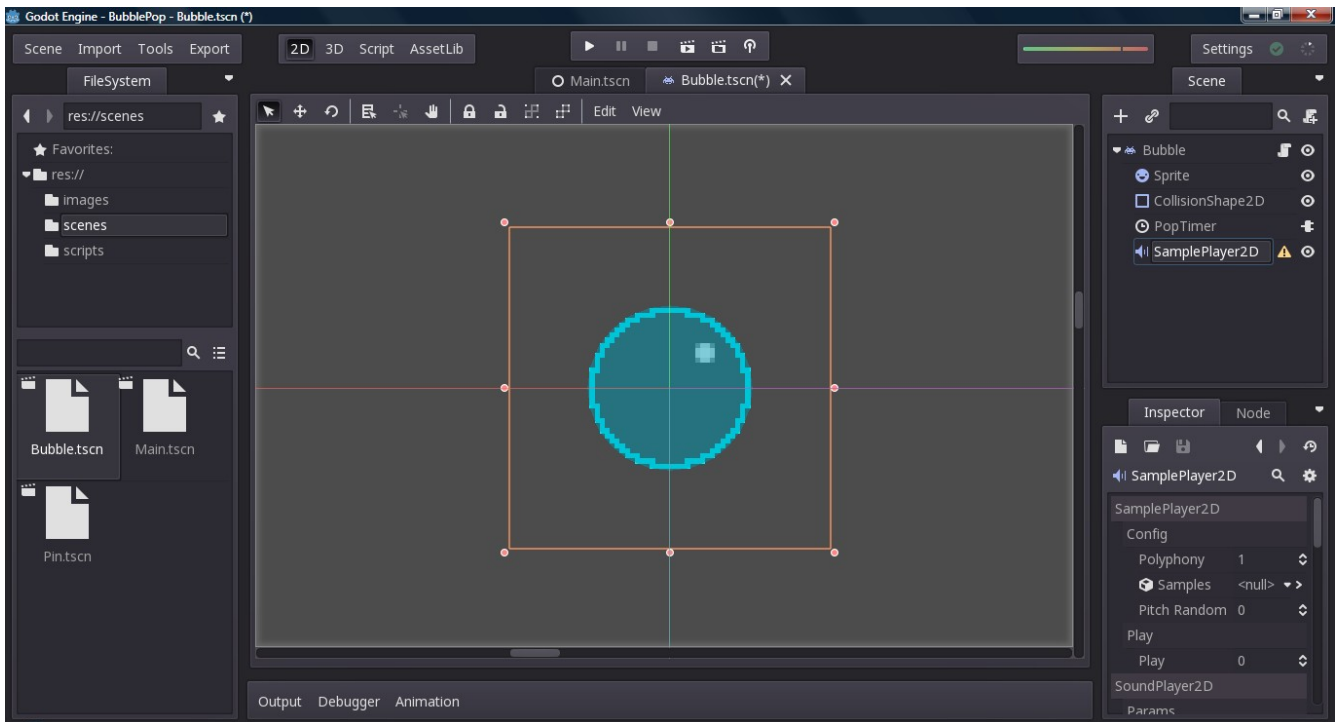
Godot 2D Game

Lesson 10: Audio

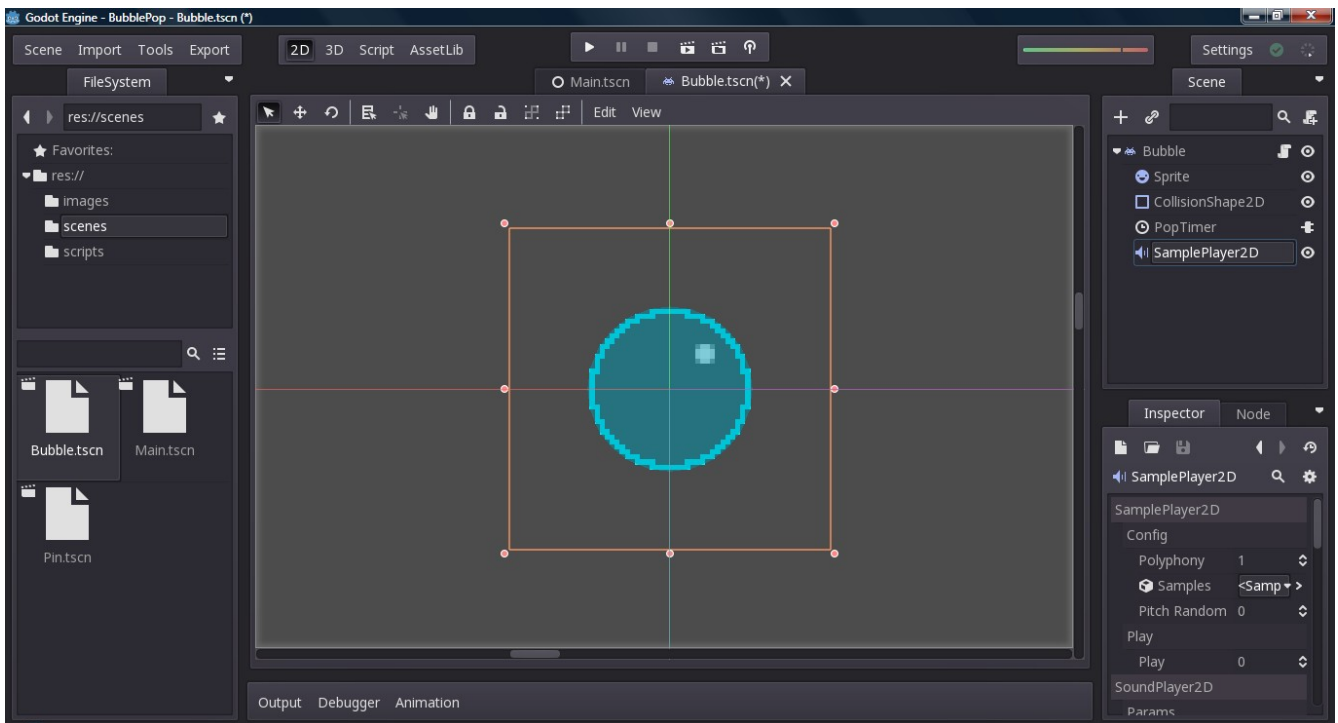
In order to play audio, we will first need to add a special type of node that can play audio. Let's start by opening our "Bubble" scene:



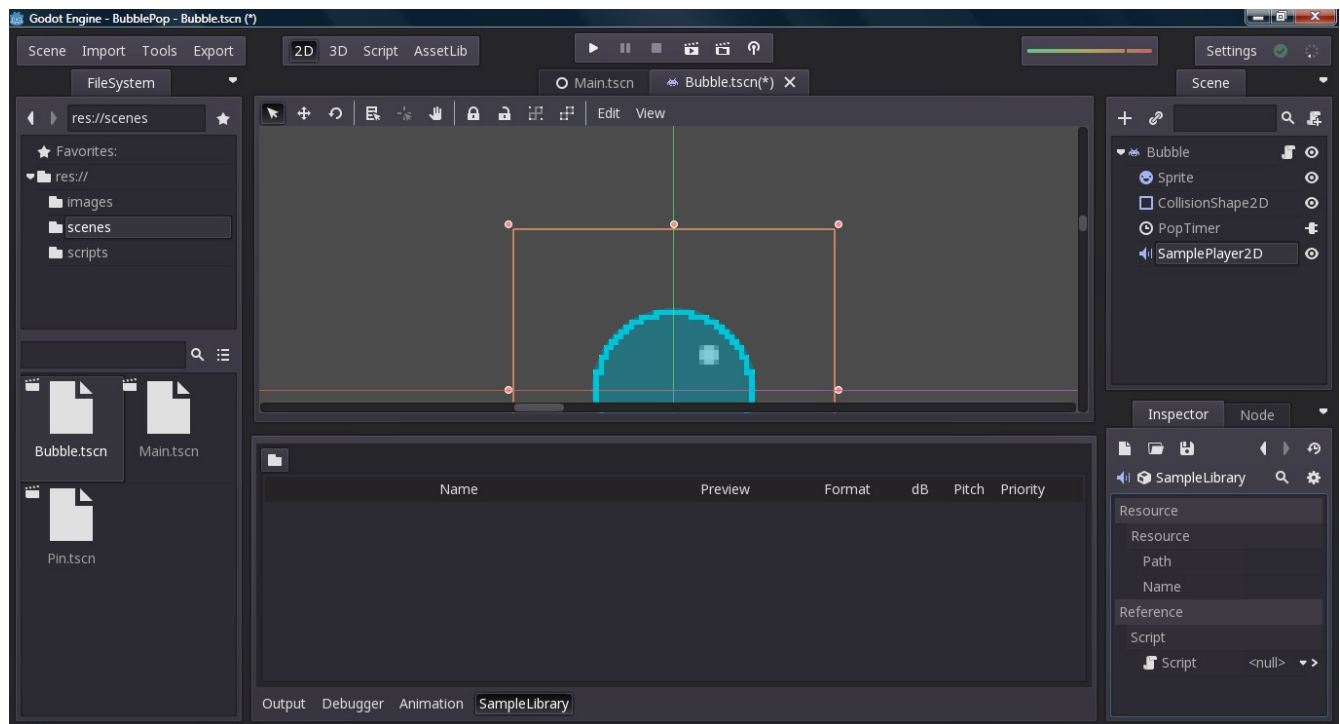
Right-click the "Bubble" node and select SamplePlayer2D:



Notice that our new node has an exclamation point beside it. This is because a SamplePlayer node needs to have a set of samples it can play. Let's click the box beside the "Samples" property and choose "New SampleLibrary":



Now click the arrow next to the box:



The new pane at the bottom is where we can add audio files to play. But right now we have no audio files for this lesson I will supply an audio file for the popping sound effect:

