

Game Project – Make It Awesome

My chosen extension was to add sound FX and music to my game. This was something completely new to me and therefore a little bit challenging. However, I have now learned how to source sound effects and implement them into my gameplay.

One of the issues I came across was the duration of some of the sounds; falling down the canyon for example, it is possible for the sound of the game character falling to still be heard even when the game restarts, this causes an overlapping of the falling sound if you were to fall down the canyon again in this time.

Another issue was with my Game Over and Level Complete sound being distorted, both are supposed to be nice arcade type sounds when true, however this cannot be heard clearly and produces a very distorted sound instead. I really struggled to find a solution to this having tried several different sound files thinking that might have been the issue.

Despite the issues, I learned a lot of new things, how to loop a sound which was useful as it allowed me to play my background sound on a loop whilst the game is being played. I also learned how to pause and stop this sound when there was any change of events, like the character falling, game ending or completing the level.

This was a project I enjoyed thoroughly and look forward to building on these new skills going forward.