

Audio in games:

- Atmosphere
- Music
- UI sounds
- Player feedback sounds (for example, picking up items)
- Voice

Options for audio APIs (all of them cross-platform):

PortAudio:

- Simple API for audio I/O.
- License detailed here: <http://portaudio.com/license.html>

Link:

<http://portaudio.com/>

OpenAL:

- Similar to OpenGL in terms of usage, so might be easier to learn.
- Unclear what license it's under. It seems that OpenAL is proprietary but there is another version known as OpenAL Soft that is under the LGPL license (<https://www.gnu.org/licenses/lgpl-3.0.en.html>).

Links:

<https://www.openal.org/>

<https://www.openal-soft.org/>

SDL:

- Can handle audio, video and user input (mouse, keyboard, joystick).
- License – zlib (for version 2.0 and higher).

Link:

<https://wiki.libsdl.org/>

SFML:

- “Objected-oriented SDL”, so similar to SDL but written in C++. Both will work with C++.
- License – zlib.

Link:

<https://www.sfml-dev.org/>