

# **Task 16 - Spike Summary Report**



**Spike:** Task\_16 **Title:** Sound Board

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### **Goals & Deliverables**

Aim: Use SDL2 has a framework to load, play and pause sound effects and music.

#### **Deliverables:**

- Functional Code
- · Spike Summary Report

## **Technology, Tools and Resources**

#### **Tech and Tools**



The project was scripted in C++ 17 using Visual Studio Community 2022.

UML's and charts are made with <a href="https://www.Lucidchart.com">www.Lucidchart.com</a>

Source control is handled using Git.

#### Resources

• SDL2 Mixer Documentation: https://wiki.libsdl.org/SDL2\_mixer/FrontPage 1

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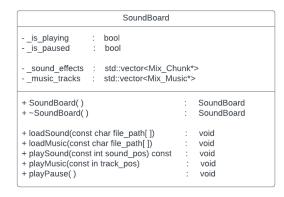
- Sound With C++:

  <a href="https://www.youtube.com/watch?">https://www.youtube.com/watch?</a>

  <a href="mailto:v=q06uSmkiqec">v=q06uSmkiqec</a>
- Music With C++: <u>https://www.youtube.com/watch?</u> <u>v=DbZUftR6-yU&t=847s</u>

### **Tasks Undertaken**

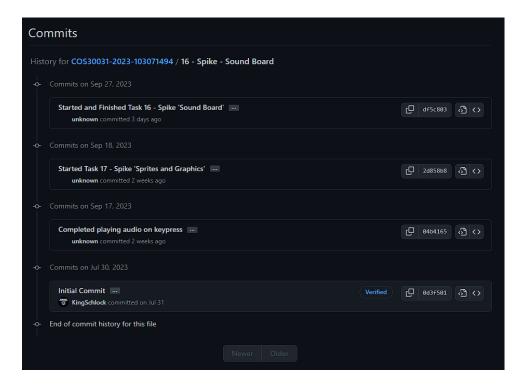
### **Planning & Implementation**



The soundboard will be made using the SDL2 developer libraries and the SDL2\_Mixer extension libraries for SDL2.

The event handling functionality is handled in the main( ).

#### **Git Commit History**



### Code

Soundboard construction and sound loading

```
| SoundBoard:.playSoundCounts int sound_pos) const {
| SoundBoard:.playSoundCounts int sound_pos) const {
| SoundBoard:.playSoundCounts int sound_pos) const {
| SoundBoard:.playMusic(Counts int track_pos) {
| Std::cout <= "Playing track: " <= sound_pos+] <= "\n";
| SoundBoard:.playMusic(const int track_pos) {
| SoundBoard:.playMusic() {
| Jis_playing = true; }
| SoundBoard:.playMusic() {
| SoundBoard:.playMusic() {
| SoundBoard:.playMusic() {
| Jis_pusicd = true; }
| SoundBoard:.playMusic() {
| Jis_pusic() {
| J
```

Soundboard play / pause functionality.

# What was Learned?



After completing the spike, I'm able to play, pause, load and free music and sound chunks on event triggers.