Spike: Task 16
Title: Sound Board

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Goals / deliverables:
Create a simple application, using SDL2, that demonstrates the following features.
1. Keys 1, 2, and 3 will each play a unique sample sound as soon as each key is pressed even if that sound is already playing.

2. Play or pause (not stop) background music in response to key-down press "0" (zero) being used as a toggle.

Technologies, Tools, and Resources used:
- Xcode
- SDL version 2.28.4
- SDL Mixer version 2.6.3

Tasks undertaken:
- **Created an SDL2 and SDL_Mixer application that plays a background song, and 3 sound effects**
- **Pressing the 0 key plays and pauses the song, and 1, 2 and 3 will play the corresponding sound effect**

What we found out:
SDL_Mixer was definitely needed for this program. While I was able to get a primitive version with only a pause-able background song working, layering multiple sounds over the top of each other would have needed too much work . There was an option to use some SDL2 audio libraries that had been custom made with only SDL2 online through GitHub, but I had no luck getting it to work.

Open issues/risks:
- I am being a bit cheeky by using licensed songs and sounds in here, but since the .wav files use ambiguous names ie. background_music, sound_effect1 etc. These files can easily be replaced with no problem.