

Task Session (3)

Ant Smasher - Integrating Sounds

Objective: Create an engaging Ant Smasher game by adding unique sounds

Instructions:

1. Adding Sounds:

- Prepare different sound files for each game object (e.g., ants, bonus items, or traps).
- In the Designer, add Sound components for each unique sound effect.

2. Triggering Sounds:

- In the Blocks Editor, create touch events that play the correct sound when an object is smashed.
- Use conditions to differentiate between object types and ensure the right sound is played for each.

3. Background Music:

- Add background music to play continuously during the game.
- Program the music to stop when the game ends and resume when restarted.

4. Testing:

- Test each object's sound to ensure it triggers correctly.
- Adjust volume levels for clarity.