<!DOCTYPE html>

<html>

<head>

<title>Brick Breaking</title>

<link rel="stylesheet" href="BrickBreak.css">

</head>

<script type="text/javascript">

// bij het drukken met de muis speelt er de sound af

function play(sound){

var audio = document.getElementById("audio");

audio.setAttribute('src', sound);

audio.play();

}

// bij het gebruiken van een key word het geluid afgespeeld

const keyMap = new Map();

document.addEventListener('keypress', function(e) {

const sound = keyMap.get(e.keyCode);

console.log(e.keyCode);

if (sound) {

createElement(sound);

}

});

function createElement(soundFile) {

const audio = document.createElement('audio');

const source = document.createElement('source');

source.setAttribute('src', soundFile);

audio.appendChild(source);

audio.load();

audio.play();

}

function voegGeluid(soundFile, key) {

keyMap.set(key, soundFile);

}

voegGeluid('./Sound/01.wav', 65);

voegGeluid('./Sound/02.wav', 90);

voegGeluid('./Sound/03.wav', 69);

voegGeluid('./Sound/04.wav', 82);

voegGeluid('./Sound/05.wav', 84);

voegGeluid('./Sound/06.wav', 81);

voegGeluid('./Sound/07.wav', 83);

voegGeluid('./Sound/08.wav', 68);

voegGeluid('./Sound/10.wav', 70);

voegGeluid('./Sound/11.wav', 71);

voegGeluid('./Sound/12.wav', 87);

voegGeluid('./Sound/13.wav', 88);

voegGeluid('./Sound/14.wav', 67);

voegGeluid('./Sound/15.wav', 86);

voegGeluid('./Sound/09.wav', 13);

</script>

<body>

<h1>Soundboard</h1>

<h2>Speel met caps-lock aan</h2>

<audio id="audio"></audio>

<div id="soundtrack">

<button onclick="play('./Sound/09.wav')">Play soundtrack OR<br> Press ENTER</button>

</div>

<div class="buttons">

<button onclick="play('./Sound/01.wav')" class="title">A <br><br>Work It</button>

<button onclick="play('./Sound/02.wav')" class="title">Z <br><br>Make it</button>

<button onclick="play('./Sound/03.wav')" class="title">E<br><br>Do It</button>

<button onclick="play('./Sound/04.wav')" class="title">R<br><br> Makes Us</button>

<button onclick="play('./Sound/05.wav')" class="title">T<br><br>More Then</button>

<button onclick="play('./Sound/06.wav')" class="title">Q<br><br>Power</button>

<button onclick="play('./Sound/07.wav')" class="title">S<br><br>Hour</button>

<button onclick="play('./Sound/08.wav')" class="title">D<br><br>Never</button>

<button onclick="play('./Sound/10.wav')" class="title">F<br><br>Harder</button>

<button onclick="play('./Sound/11.wav')" class="title">G<br><br>Better</button>

<button onclick="play('./Sound/12.wav')" class="title">W<br><br>Faster</button>

<button onclick="play('./Sound/13.wav')" class="title">X<br><br>Stronger</button>

<button onclick="play('./Sound/14.wav')" class="title">C<br><br>Ever</button>

</div>

</body>

</html>

body {

color: white;

background-image: url(Achtergrond.png);

}

h1{

color: white;

text-align: center;

}

h3{

color: white;

text-align: left;

}

.buttons{

padding: 10px 100px;

max-width: 480px;

margin:5px auto;

}

button{

float: left;

height: 110px;

width: 100px;

padding: 5px;

margin: 10px;

}

#soundtrack{

float: right;

height: 100px;

width: 100%;

padding: 10px;

}

#record{

float: left;

height: 100px;

width: 100%;

padding: 10px;

}