

Animation And Sound



What is our GOAL for this MODULE?

We added sound effects and animation to convert the pong game to a Soccer game.

What did we ACHIEVE in the class TODAY?

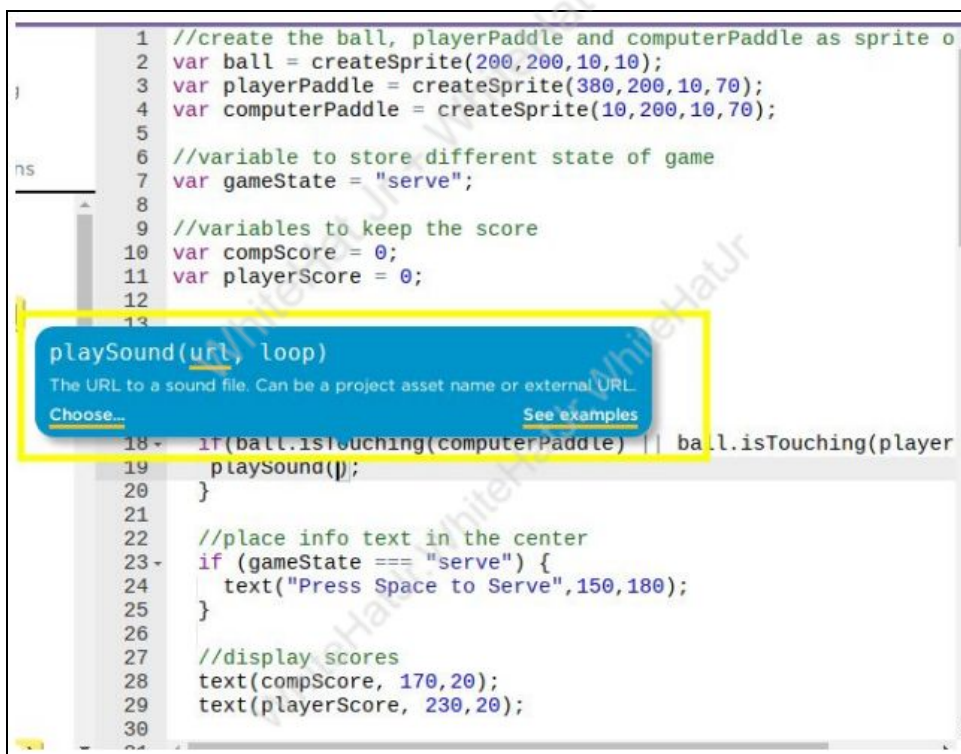
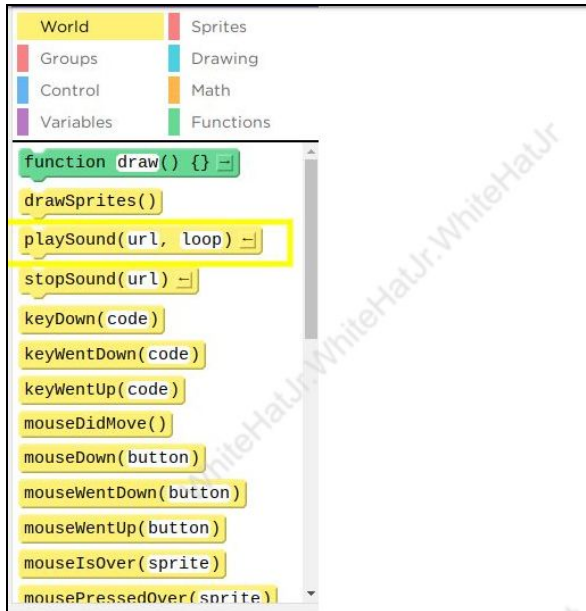
- Added sound effects in the game:
 - When the ball hits the paddles or the ball
 - When a player scores
- Added animation to convert the game of Pong into a Soccer practice game

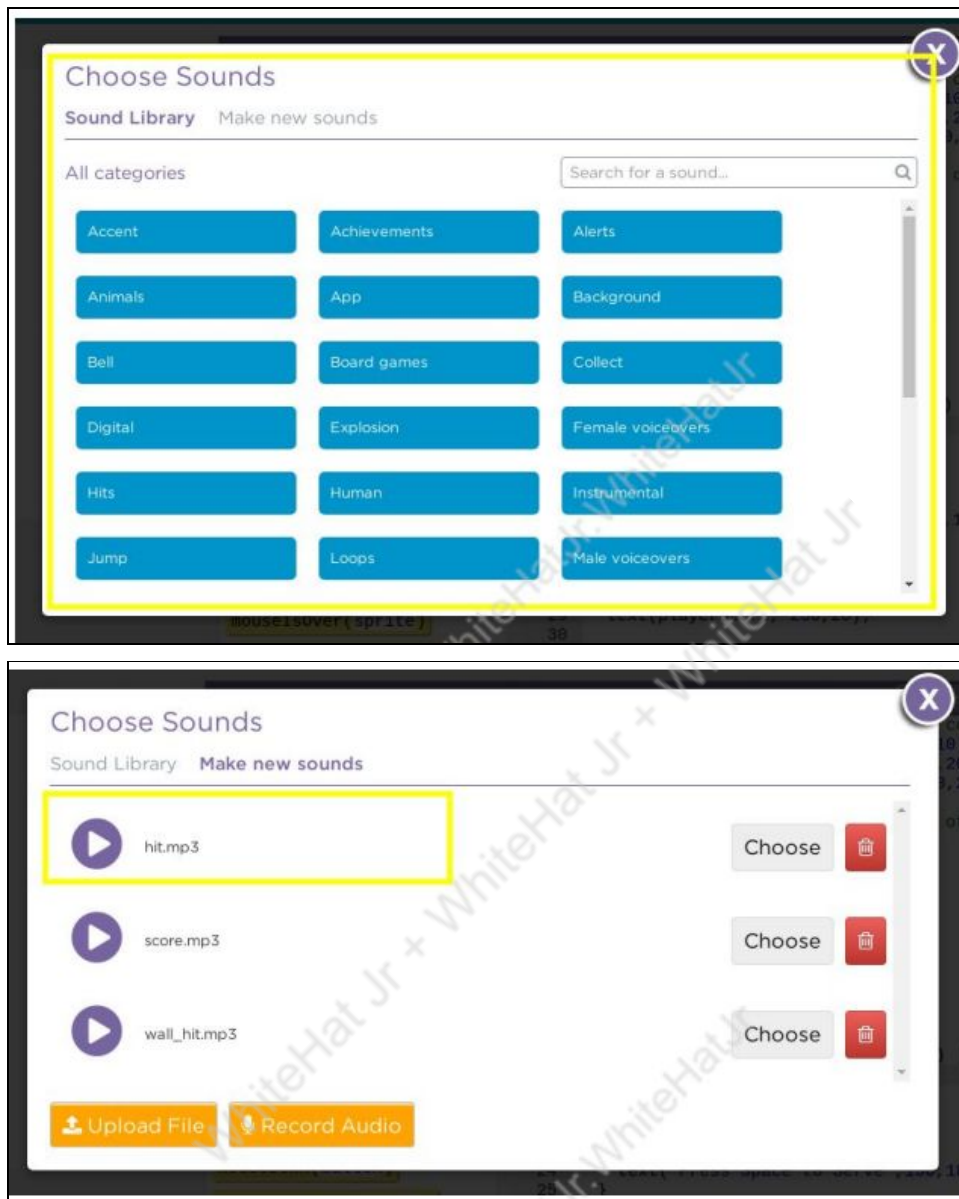
Which CONCEPTS/ CODING BLOCKS did we cover today?

- Sound effects
- Animation

How did we DO the activities?

1. The instruction `playSound()` gives an option to choose the sounds. You can choose the sounds from the library or upload a file or a recording.





2. Add sound effects when the ball hits the topEdge and the bottomEdge.
 - Code:

```
45
46
47 //create edge boundaries
48 //make the ball bounce with the top and the bottom edges
49 createEdgeSprites();
50 ball.bounceOff(topEdge);
51 ball.bounceOff(bottomEdge);
52 ball.bounceOff(playerPaddle);
53 ball.bounceOff(computerPaddle);
54
55
56 if(ball.isTouching(topEdge) || ball.isTouching(bottomEdge))
57     playSound("wall_hit.mp3");
58 }
59
60 //serve the ball when space is pressed
61 if (keyDown("space") && gameState === "serve") {
62     serve();
63     gameState = "play";
64 }
65
66
67
```

3. Add animation to the ball.



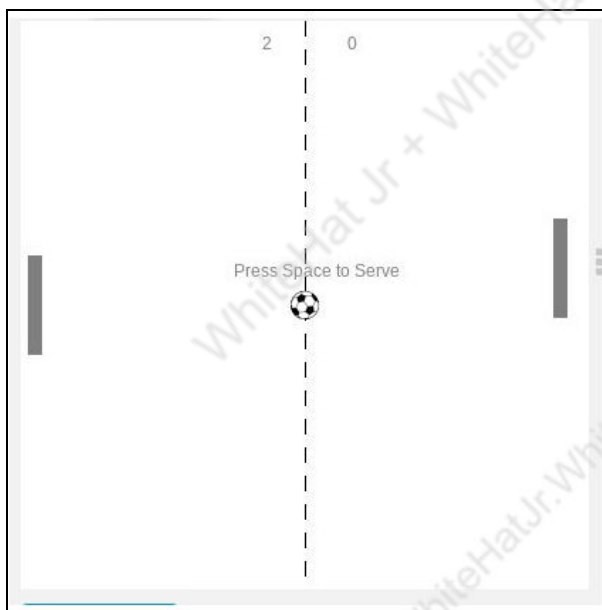
- Code:

```

1 //create the ball, playerPaddle and computerPaddle as sprite objects
2 var ball = createSprite(200, 200, 10, 10);
3 ball.setAnimation("ball");
4
5 var playerPaddle = createSprite(300, 200, 10, 70);
6 var computerPaddle = createSprite(10, 200, 10, 70);
7
8 //variable to store different state of game
9 var gameState = "serve";
10
11 //variables to keep the score
12 var compScore = 0;
13 var playerScore = 0;
14
15
16 function draw() {
17   //clear the screen
18   background("white");
19
20   if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
21     playSound("hit.mp3");
22   }
23
24   //place info text in the center
25   if (gameState === "serve") {
26     text("Press Space to Serve", 150, 180);
27   }
28

```

- Output:



4. Add the animation for the *playerPaddle* and the *computerPaddle*.

```
1 //create the ball, playerPaddle and computerPaddle as sprite objects
2 var ball = createSprite(200,200,10,10);
3 ball.setAnimation("ball");
4
5 var playerPaddle = createSprite(370,200,10,70);
6 playerPaddle.setAnimation("player");
7
8 var computerPaddle = createSprite(35,200,10,70);
9 computerPaddle.setAnimation("robot");
10
11 //variable to store different state of game
12 var gameState = "serve";
13
14 //variables to keep the score
15 var compScore = 0;
16 var playerScore = 0;
17
18
19 function draw() {
20   //clear the screen
21   background("white");
22
23   if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
24     playSound("hit.mp3");
25   }
26
27
28   //place info text in the center
```

What's next?

We have a little surprise for you in the next class. It's the Capstone class!

In the next class, we will begin our quest of making a T-rex game! We will not only make the little dino jump and run using animations but we will also code to make the T-Rex gaming experience interesting.

Please ask your parents to join the class.