

V Bugs Worksheet 4

Name: _____

Year Level: _____

Answers to Part 1

Exercise 1: *Loading the sound effect*

1. Load "hit20.wav" file into your program. Use NewSound() function. Write the code you used to achieve this in the area below:

Answer:

```
...  
  
Private Sub LoadSounds()  
_____  
  
End Sub  
  
...
```

Exercise 2: *Playing sound effect*

1. Play sound effect each time bug hits the wall. Write the code which enables you to create the sprite in the area below(only for one wall in the worksheet, but for all of them in the game):

Answer:

```
...  
  
'collision with the right edge of the screen  
If bug.X + bug.Width >= Core.ScreenWidth Then  
    bug.Movement.X = -0.5  
_____  
  
End If  
  
...
```

Answers to Part 2*Exercise 1: Using different versions of PlaySoundEffect*

1. Use `Audio.PlaySoundEffect(GameSound("soundname"), NoOfLoops)`. Use this function with "hit20.wav" sound effect, which you previously loaded, before the start of the Game Loop. Write the code that enables you to do this in the area below:

Answer:

```
...  
  
    'Load Resources  
    LoadResources()  
  
    _____  
  
    'Game Loop  
  
...
```

2. Use `Audio.PlaySoundEffect(GameSound("sooundname"), NoOfLoops, Volume)`. Use this function with "hit20.wav" before the start of the Game Loop. Write the code that enables you to do this in the area below:

Answer:

```
...  
  
    'Load Resources  
    LoadResources()  
  
    _____  
  
    'Game Loop  
  
...
```

Answers to Part 3Exercise 1: *Playing music*

1. Play a music track which is infinitely repeated. To do so, load lion.mp3 into your program, and use `Audo.PlayMusic(GameMusic("trackname"), -1)` where -1 is indicator of looping to infinity.

Answer:

...

```
'Load Resources
LoadResources()
```

```
'Game Loop
```

...

Answers to Part 4Exercise 1: *Handling user input.*

1. Allow to start and stop music in your program when typing the "m" key. Write the code that enables you to do this in the area below:

Answer:

...

```
'Game Loop
Do
```

```
'Refreshes the Screen and Processes Input Events
```

...

Answers to Part 5Exercise 1: *Changing the volume*

1. Write the code that allows you to change the volume up when UP key was pressed and down when DOWN key was pressed. Write the code that enables you to do this in the area below:

Answer:

...

```
'Game Loop  
Do
```

```
'Refreshes the Screen and Processes Input Events
```

...