Abbey: Cool… What’s next?

Jason: It would be great to have a sound effect when the bug hits the wall!

Jason: Phil, how can we play sound effect?

Phil: I’m not sure; I’ll check the SwinGame web site.

Phil: Ok, you need the sound file which you can then load much like an image or font.

Jason: Cool, I have a sound effect we can use.

Jason: Now, how can we play this file?

Phil: Use Audio.PlaySoundEffect

Abbey: Cool…

*Tutorial Part 1…*

Abbey: I saw there is three versions of PlaySoundEffect.

Abbey: What are the differences?

Phil: You used the basic one already, it just plays the sound effect once.

Phil: The next version can be used to repeat the sound effect a number of times.

Phil: The other version allows you to set the number of times as well as the play back volume.

Jason: We would try these out…

*Tutorial Part 2…*

Abbey: How about playing music?

Phil: SwinGame can play mp3 files.

Phil: Load them with NewMusic

Phil: And play them with Audio.PlayMusic

Abbey: I want to have a go at that! Should be fun!

*Tutorial Part 3….*

Jason: Can we stop and start the music?

Phil: You’ll need to handle user input for that.

Phil: The easiest way is to listen for keys to be typed.

Phil: Remember the Game Loop is repeating over and over as the game runs.

Phil: In that loop you can check if the “m” key was typed, and if it was typed you can turn the music of and on…

Abbey: That’s some complex logic, is there a way to visualize that?

Phil: Sure, here is NS diagram and a flow chart.

Phil: The diagrams show the logic you need to code in the program.

Phil: Let me show you how to understand these diagrams.

*Tutorial Part 4…*

Abbey: How about adjusting volume up and down?

Jason: We could increase the volume if the user is pressing up key, and down with the down key.

Phil: Sure, you can use Input.IsKeyPressed to check if the key is held down, and use the Audio.SetMusicVolume procedure to change the volume.

Phil: There is NS diagram for this.

Abbey: Ok, let’s get back to work…

*Tutorial Part 5…*