

I'm doing the assets making the textures and sound. First I'm making the fisherman. I'm trying to place the fisherman as a jpg onto the screen like the video michael made but it isn't working. I had to change it to a png because jpg isn't supported. Now I have to figure out how to communicate with the game.cs. I was able to get it sorted and pushed to git. Next I will put the fish textures in Johnson and added them, resized them and loaded the images and placed them. I made the audio play in certain ears. I'm going to add music, it wasn't hard to put it in and it works. I have done everything I wanted with the audio and textures I wanted. It was frustrating at times but I pulled through and was able to understand it. There wasn't much merge conflicts, just a few lines of code that needed to be taken out.

I was able to get audio working

```

namespace Game1003
{
    2 references
    public class Audiofishing
    {
        Sound Splash;
        1 reference
        public void Setup()
        {
            Splash = Audio.LoadSound("Assets/water-splash-80537.mp3");
        }

        1 reference
        public void watersplash()
        {
            Audio.Play(Splash);
        }
    }
}

```

```

// Place your variables here:
Audiofishing af = new Audiofishing();
/// <summary>
///     Setup runs once before the game loop begins.
/// </summary>
1 reference
public void Setup()
{
    Window.SetTitle("Fishing");
    Window.SetSize(800, 600);
    af.Setup();

    af.watersplash();
}

```

```

//in your public class put AudioFishing af = new AudioFishing();
Sound Splash;
Sound Cast;
Music muCast;
1 reference
public void Setup()
{
    //Loading the Audio
    Splash = Audio.LoadSound("Assets/water-splash-80537.mp3");
    Cast = Audio.LoadSound("Assets/Fishing_rod_cast.ogg");
    muCast = Audio.LoadMusic("Assets/StockTune-Angler's Anthem_1732650117.mp3");
    Audio.SetPan(Cast, 1);
    Audio.SetPan(Splash, 0);
}

2 references
public void watersplash()//can be used to play Audio
{
    Audio.Play(Splash);
}

1 reference
public void cast()
{
    Audio.Play(Cast);
}

1 reference
public void music()
{
    Audio.Play(muCast);
}

```

The music was

added