# Roblox 1 : Sound Design

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Sounds

Sounds make games more exciting. They include everything from music to noises like footsteps or explosions. These sounds help set the scene and make the game feel real. Developers can pick from lots of different sounds to make their games more fun and interesting. Whether it's the sound of a car engine or birds chirping in the background, sounds bring Roblox worlds to life and make them more enjoyable to play in.

We can use a ready made **Sounds** similar to how we did it in our past lesson for **Models**.

1. Open the **Toolbox** from the **Home** tab and choose **Audio** from the dropdown menu.
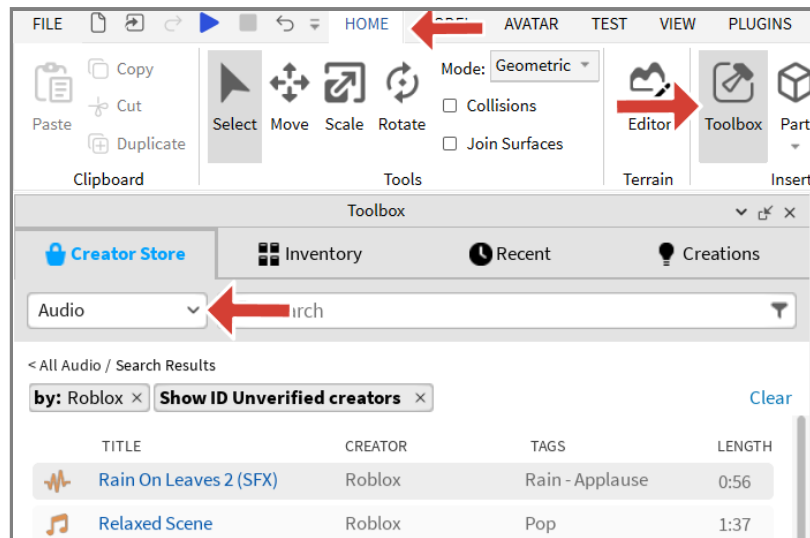
2. You can search the sound that you like searching the theme in the **Search** bar.

3. To add the sounds to the **Workspace**, first Left Mouse Click on the **Workspace** in the **Explorer** window until it is highlighted.
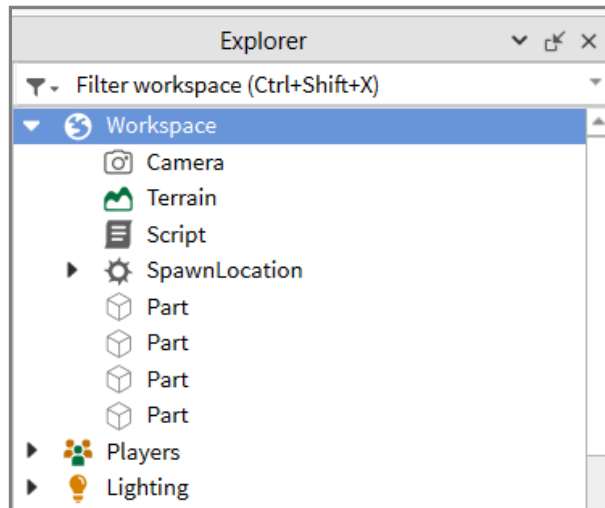
4. Then, double Left Mouse Click on the sounds in the list, you can see the sounds will appear in the **Workspace**.
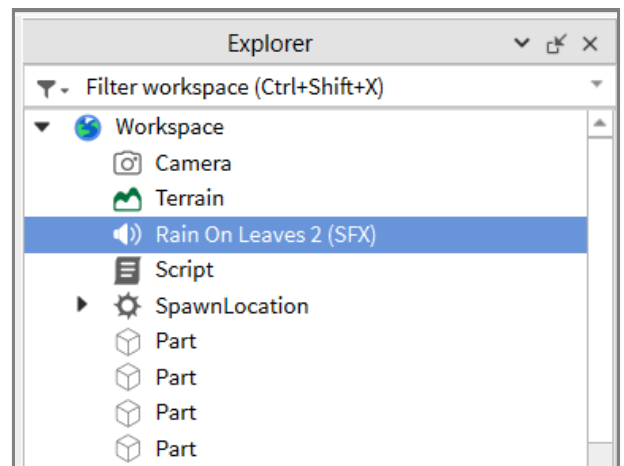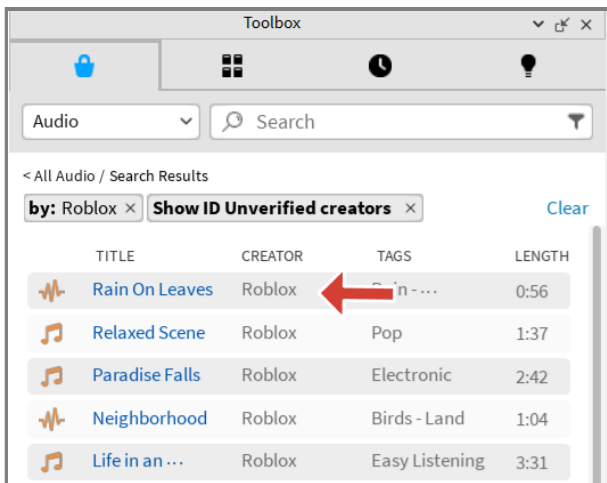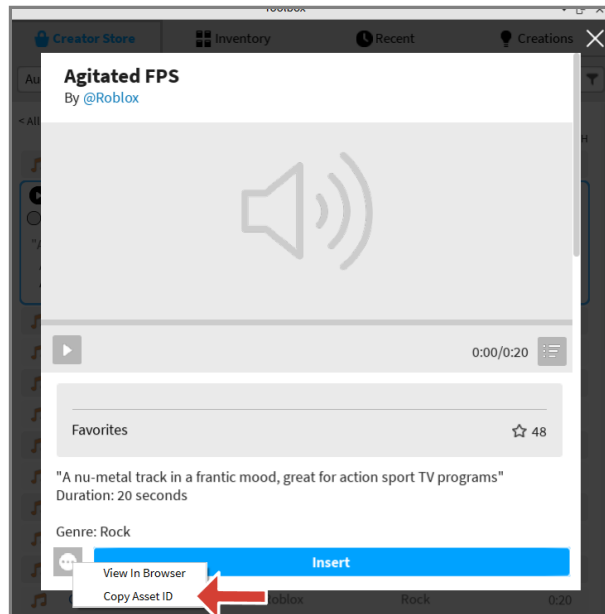

Background Sound

Background music serves as a powerful tool to enhance the atmosphere and immersion of a game environment. By incorporating carefully selected audio tracks, developers can set the tone, evoke emotions, and create memorable experiences for players.

1. Get the `assetID` of the sounds that you like, to do this, search the sounds as shown before. Click on the sounds and click the **+** on the right side of the sounds. Then, click the options on the botton left and choose **Copy Asset ID**.
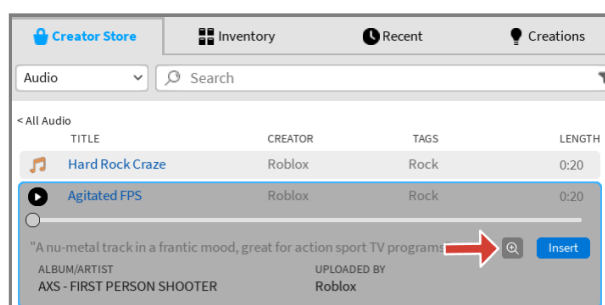
1. Navigate to **StarterPack -> StarterPlayerScripts** in the **Explorer** window and add **LocalScript**.

2. Inside of the **LocalScript**, we can add the code to play the background sound when we enter the game. Remember to repalce the ```assetID``` to your asset's respective sounds.

```lua
local backgroundMusic = Instance.new("Sound")
backgroundMusic.SoundId = "rbxassetid://YOUR_BACKGROUND_MUSIC_ID_HERE" -- Replace
YOUR_BACKGROUND_MUSIC_ID_HERE with the ID of the background music
backgroundMusic.Looped = true
backgroundMusic.Volume = 0.5 -- Adjust the volume as desired
backgroundMusic.Parent = game.Workspace -- Parent the sound to Workspace to ensure
it plays throughout the game

-- Play the background music
backgroundMusic:Play()
```