

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?

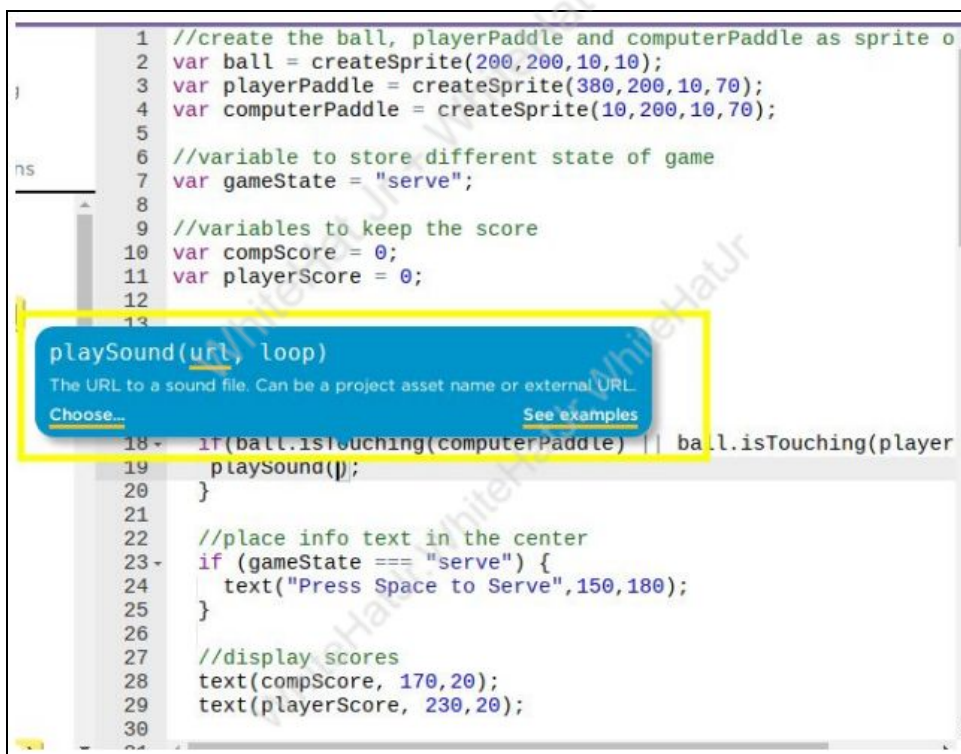
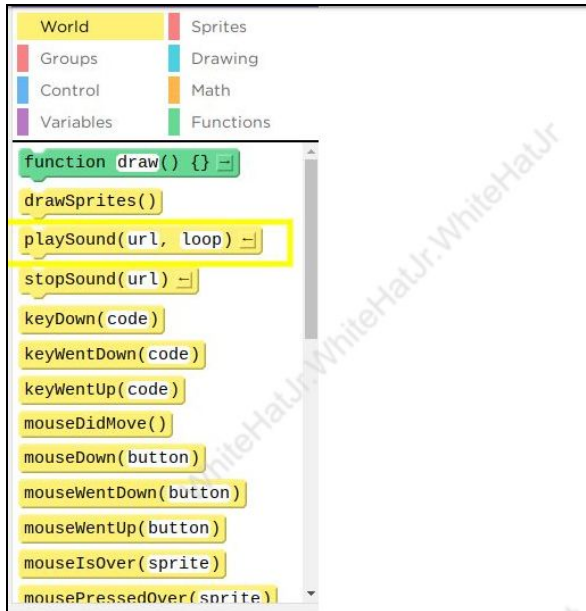
- Added sound effects in the game:
 - When the ball hits the paddles or the ball
 - When a player scores
- Added animation to convert the game of Pong into a Soccer practice game

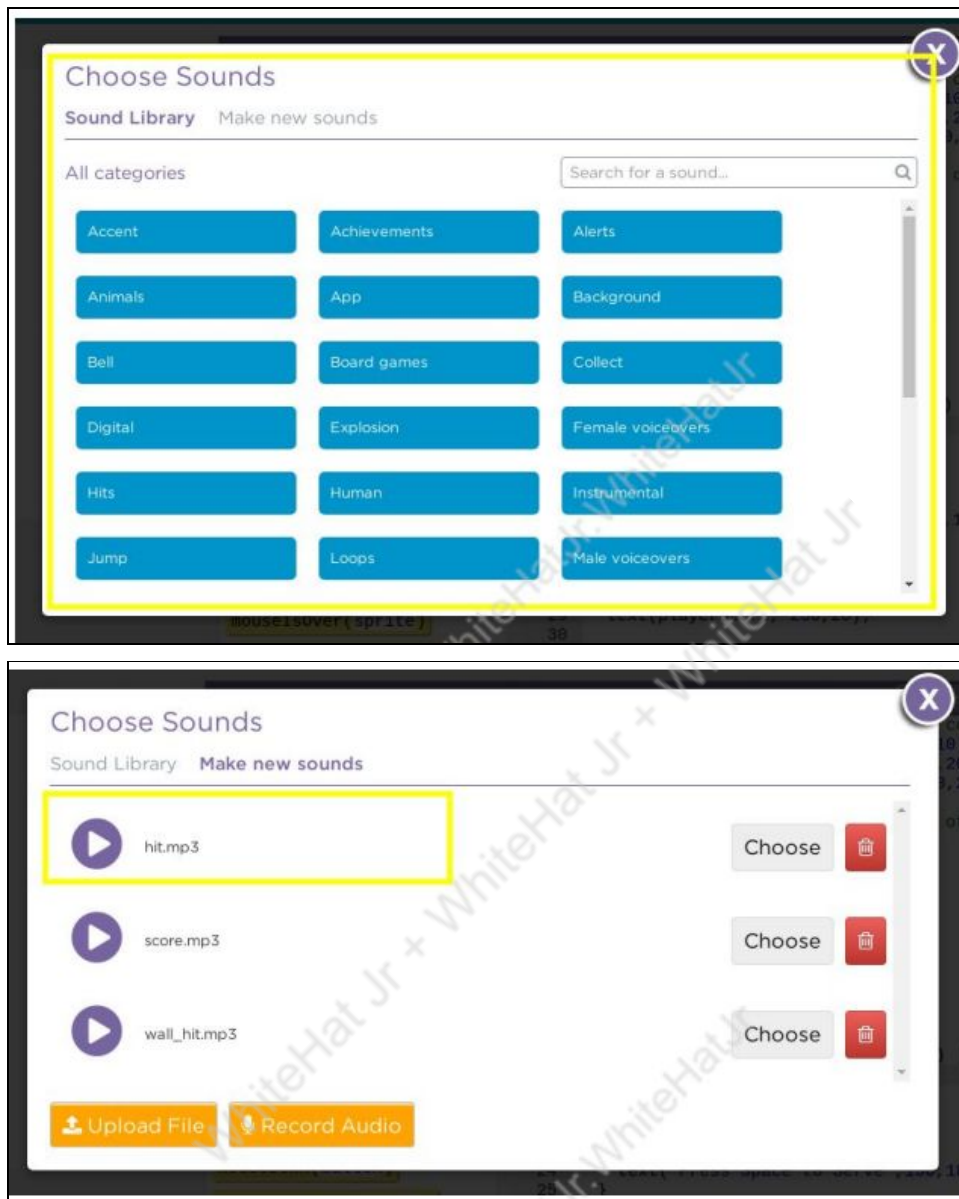
Which CONCEPTS/ CODING BLOCKS did we cover today?

- 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.



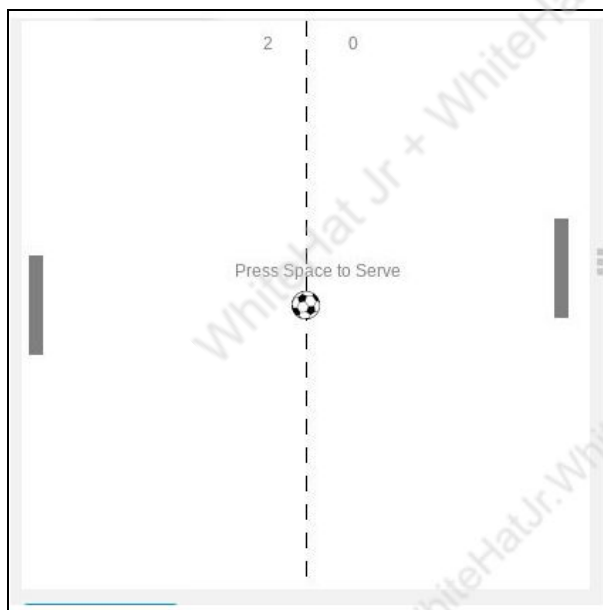
- Code:

```

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 creating the worlds hardest game.

Please ask your parents to join the class.