# Particles and Sound Effects

## Overview:

This game is looking extremely good, but it’s missing something critical: Sound effects and Particle effects! Sounds and music will breathe life into an otherwise silent game world, and particles will make the player’s actions more dynamic and eye-popping. In this lesson, we will add cool sounds and particles when the character is running, jumping, and crashing.

## Project Outcome:

Music will play as the player runs through the scene, kicking up dirt particles in a spray behind their feet. A springy sound will play as they jump and a boom will play as they crash, bursting in a cloud of smoke particles as they fall over.

By the end of this lesson, you will be able to:

* Attach particle effects as children to game objects
* Stop and play particle effects to correspond with character animation states
* Work with Audio Sources and Listeners to play background music
* Add sound effects to add polish to your project

[Unity Video Series](https://learn.unity.com/tutorial/particles-and-sound-effects?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf9639bedbc2a2b1fe1e848)

[Written Instructions](https://drive.google.com/file/d/167ePmQw1EsPBs2kodum-Y5Mf29W9psv_/view?usp=sharing)