

## COMP710: Studio Session 08 – Exercise:

EXERCISE NAME: *Tools – Creating Audio SFX*

Using the SFXR tool, available in `SVN\shared\`, generate new sound effects for the following aspects of the Space Invaders clone:

- Player ship spawned;
- Player bullet fired;
- Player bullet versus alien enemy collision;
- Alien enemy explosion.

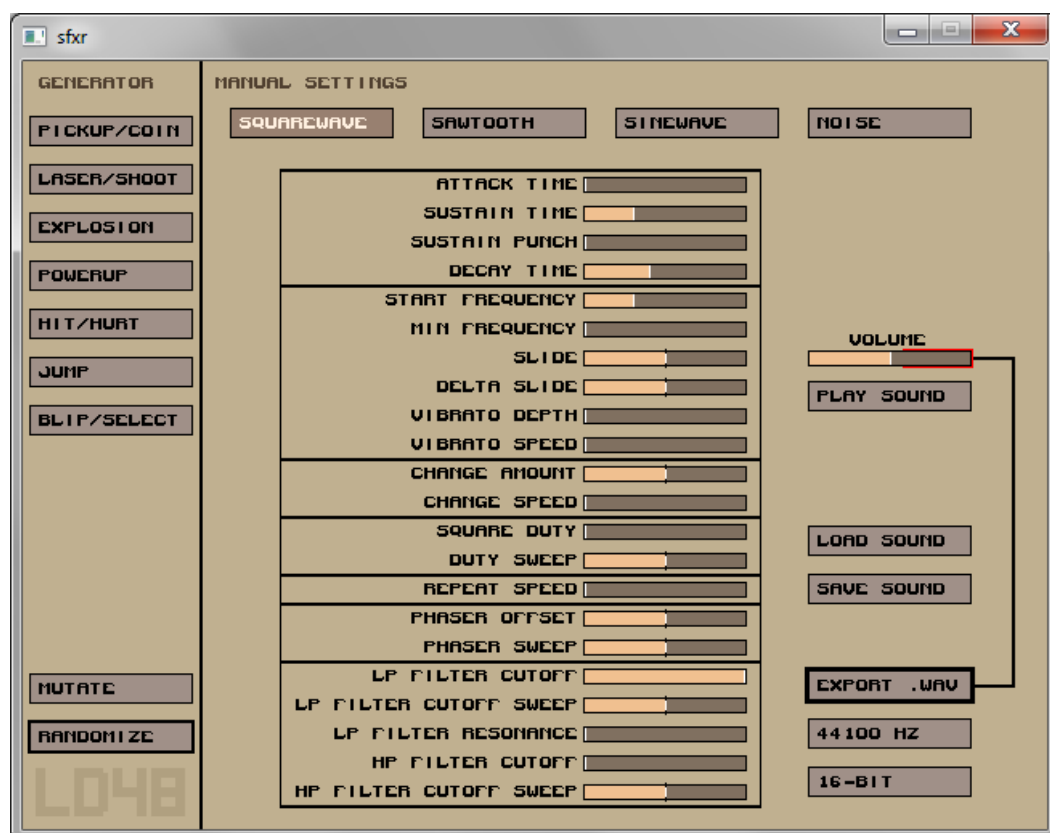


Figure 1: SFXR

Place `// TODO` comments at the appropriate locations in the game's source code reflecting when the associated game events should trigger the appropriate sound effect.

Continue to add any other sound effects that would enhance game events as you further develop the game, and also added appropriate sound effects to the Robotron clone, and the Asteroids clone.