Task 23 – Spike: Sound Board

CORE SPIKE

Context: Playing sounds on demand for a game based on game events and playing background music are key components to creating entertaining and immersive game environments.

Knowledge/Skill Gap: The developer needs to know how to use a framework to load, play and control game sound and music. For this case we will use SDL2 to provide sound and music playback and keyboard event response support.

Goals/Deliverables:
[CODE] + [SPIKE REPORT]

Create a simple application, using SDL2, that demonstrates the following features.
1. Keys 1, 2, and 3 will each play a unique sample sound as soon as each key is pressed even if that sound is already playing.
2. Play or pause (not stop) background music in response to key-down press "0" (zero) being used as a toggle.

Recommendations:
- Find and read tutorials for playing a sound when an event occurs, and for playing and pausing the playback of music. (Note – you need to PAUSE the music, not just stop and start it again.)
- Create or download some sounds and a music file suitable for your intended work. (Ensure you have the right licenses for any sound or music)
- Your keyboard input spike will give you suitable code starting point for response to key events. Keep it simple.
- You may need to add debug code to your work to ensure systems are initialising and loading as needed
- You will need to research an appropriate format for your sound file.