**Spike:** Task 23

**Title:** Sound Board

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# Goals / deliverables:

* A simple SDL2 application that demonstrates the following features:
  + 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.
  + Play (or pause) background music in response to key-down press “0” (zero) being used as a toggle.

# Technologies, Tools, and Resources used:

* Visual Studio 2019
* Microsoft Word
* SDL2
* SDL2 Mixer

# Tasks undertaken:

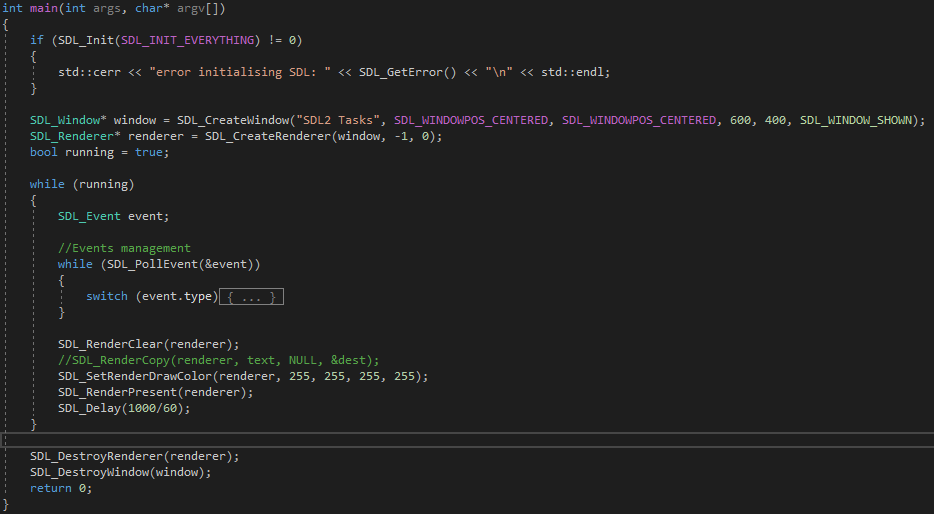
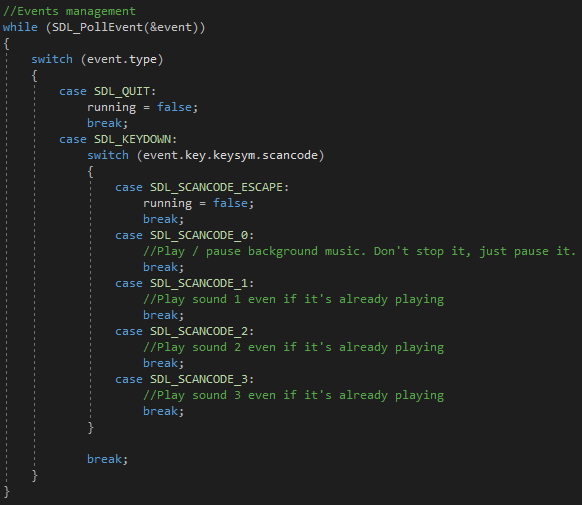
* I copied the task 18 spike report into the task folder, stripping out the spike report’s original content and replacing it with goals and resources pertaining to the task at hand.
* I looked up how to set up SDL2 in a Visual Studio project, and found this video (<https://www.youtube.com/watch?v=QQzAHcojEKg>). Following its instructions, I managed to set up SDL2 and create a window.

Figure : the main() functionality required to display a window. Note: event handling is not required for that, but is used for other stuff.

* I looked up how to register input using SDL2 and found this tutorial (<https://www.geeksforgeeks.org/sdl-library-in-c-c-with-examples/>) that outlined how to register keyboard input. From there, I put together a skeleton of a switch statement for managing the inputs required of this task.
* <https://www.youtube.com/watch?v=6IX6873J1Y8&t=605s&list=PLEETnX-uPtBVpZvp-R2daNfy9k3-L-Q3u&index=3> : loading music; didn’t work
* <https://www.youtube.com/watch?v=x77Rbny5iBA> : loading music: did work, one issue
* <https://www.libsdl.org/projects/SDL_mixer/docs/SDL_mixer_55.html#SEC55> : solved issue, all done

# What we found out: