**Spike:** Task 24

**Title:** Sound Board

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# Goals / deliverables:

* Display a background image that can be toggled on or off with the 0 key.
* Load another image with three identifiable sub-regions (tiles) within it to serve as a sprite sheet.
* Define three rectangles that specify the sub-region for each tile’s image
* Display each tile’s image to a unique random location using a toggle on or off in response to the 1, 2 and 3 number keys.

# Technologies, Tools, and Resources used:

* Visual Studio 2019
* Microsoft Word
* Paint
* SDL2
* Online Resources
  + <https://www.youtube.com/watch?v=bKiejuOaJtU&list=PLhJr2LOK-xwxQlevIZ97ZABLw72Eu9he7&index=4> : rendering images
  + <https://www.youtube.com/watch?v=UPZol-0fn08&list=PLhJr2LOK-xwxQlevIZ97ZABLw72Eu9he7&index=5> : asset manager for images
  + <https://www.youtube.com/watch?v=k70aBlef-20&list=PLhJr2LOK-xwxQlevIZ97ZABLw72Eu9he7&index=6> : clipping texture from sprite sheet

# Tasks undertaken:

* I copied the task 23 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 found an image on my computer to use as the window background for this task, and several other images that could comprise a sprite sheet. For the former, I opened it up in paint, then saved it in “Assets/Images” as a .bmp file. For the latter, I lined them all up in Word, then selected them all and copied them to Paint, before saving them as a .bmp in the same folder.

# What we found out: