**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
  + Prerequisite game management content: <https://www.youtube.com/watch?v=ATa_joa6Gzg&list=PLhJr2LOK-xwxQlevIZ97ZABLw72Eu9he7&index=1>
  + <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.
* I had a look at the YouTube playlist I got the SDL\_Mixer tutorial from to see what I could find that was relevant for this task, and found several tutorials for handling images. However, when I looked at it, it had some established classes where I wasn’t sure if I would need some of their content later on or where I should put the image-related content in my current structure. Therefore, I had a look at some earlier tutorials in the series and reorganised and added basic game management (res. 1), time management (res. 2) and game entity (res. 3) functionality in line with them to get my VS project in line with where the example project is for the image rendering tutorials while also retaining existing functionality in the events polling loop for playing audio files from keystrokes.

# What we found out: