

## Animation And Sound



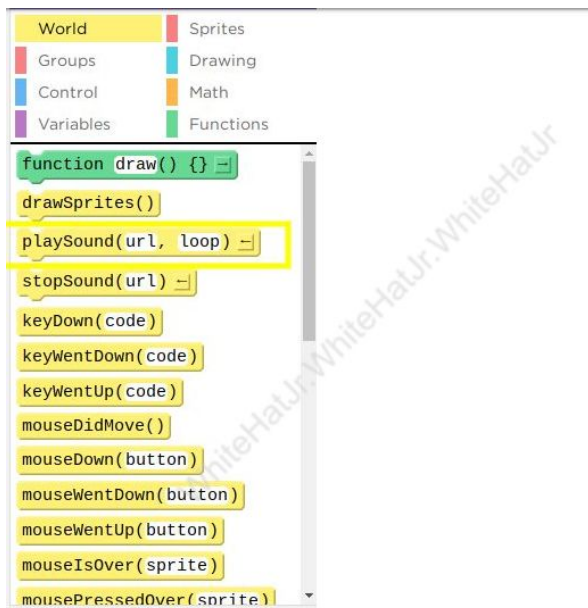
### What we did:

- Add sound effects in the game:
  - When the ball hits the paddles or the ball
  - When a player scores
- Add animation to convert the game of Pong into a Soccer practice game

### How we did it:

**Step 1:** The instruction `playSound()` gives an option to choose the sounds.

You can choose the sounds from the library or upload a file or recording.



```

1 //create the ball, playerPaddle and computerPaddle as sprite o
2 var ball = createSprite(200,200,10,10);
3 var playerPaddle = createSprite(380,200,10,70);
4 var computerPaddle = createSprite(10,200,10,70);
5
6 //variable to store different state of game
7 var gameState = "serve";
8
9 //variables to keep the score
10 var compScore = 0;
11 var playerScore = 0;
12
13
14
15
16
17
18 if(ball.isTouching(computerPaddle) || ball.isTouching(player
19   playSound(p);
20 }
21
22 //place info text in the center
23 if (gameState === "serve") {
24   text("Press Space to Serve",150,180);
25 }
26
27 //display scores
28 text(compScore, 170,20);
29 text(playerScore, 230,20);
30
31

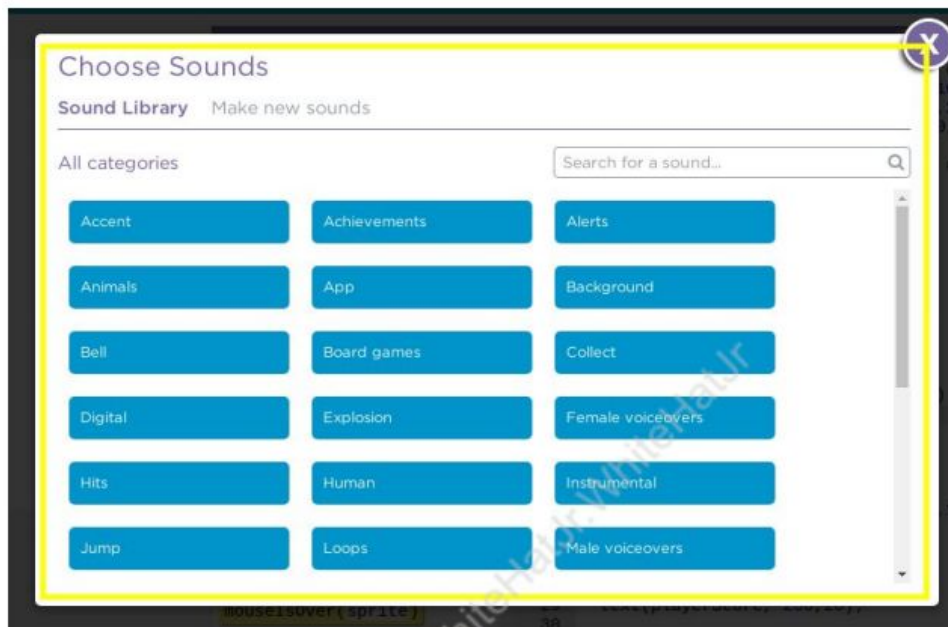
```

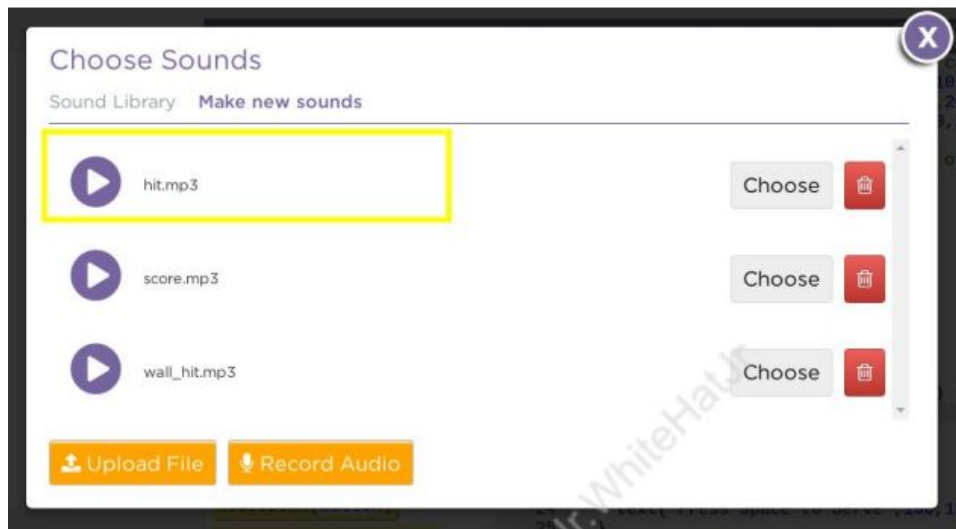
### playSound(url, loop)

The URL to a sound file. Can be a project asset name or external URL.

[Choose...](#)

[See examples](#)





**Step 2:** Add sound effects when the ball hits the topEdge and the bottomEdge  
Code:

```

45
46
47 //create edge boundaries
48 //make the ball bounce with the top and the bottom edges
49 createEdgeSprites();
50 ball.bounceOff(topEdge);
51 ball.bounceOff(bottomEdge);
52 ball.bounceOff(playerPaddle);
53 ball.bounceOff(computerPaddle);
54
55
56 if(ball.isTouching(topEdge) || ball.isTouching(bottomEdge))
57   playSound("wall_hit.mp3");
58 }
59
60 //serve the ball when space is pressed
61 if (keyDown("space") && gameState === "serve") {
62   serve();
63   gameState = "play";
64 }
65
66
67

```

### Step 3: Adding animation to the ball



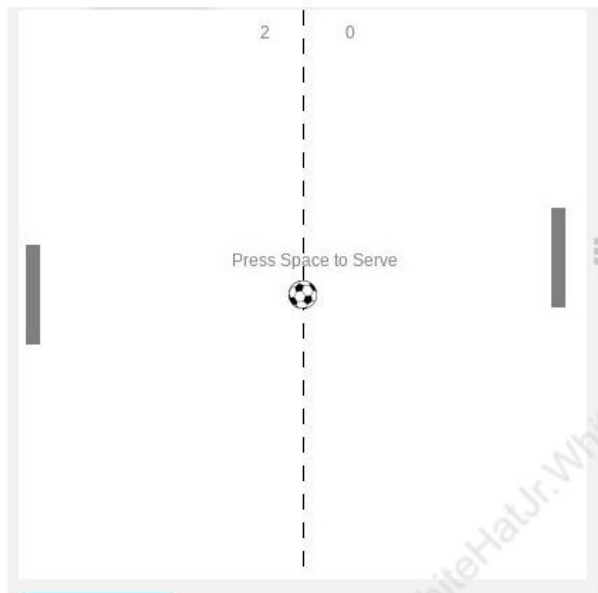
Code:

```

1 //create the ball, playerPaddle and computerPaddle as sprite objects
2 var ball = createSprite(200,200,10,10);
3 ball.setAnimation("ball");
4
5 var playerPaddle = createSprite(300,200,10,70);
6 var computerPaddle = createSprite(10,200,10,70);
7
8 //variable to store different state of game
9 var gameState = "serve";
10
11 //variables to keep the score
12 var compScore = 0;
13 var playerScore = 0;
14
15
16 function draw() {
17   //clear the screen
18   background("white");
19
20   if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
21     playSound("hit.mp3");
22   }
23
24   //place info text in the center
25   if (gameState === "serve") {
26     text("Press Space to Serve",150,180);
27   }
28

```

Output:



**Step 4:** Add the animation for the playerPaddle and the computerPaddle.

```

1 //create the ball, playerPaddle and computerPaddle as sprite objects
2 var ball = createSprite(200,200,10,10);
3 ball.setAnimation("ball");
4
5 var playerPaddle = createSprite(370,200,10,70);
6 playerPaddle.setAnimation("player");
7
8 var computerPaddle = createSprite(35,200,10,70);
9 computerPaddle.setAnimation("robot");
10
11 //variable to store different state of game
12 var gameState = "serve";
13
14 //variables to keep the score
15 var compScore = 0;
16 var playerScore = 0;
17
18
19 function draw() {
20   //clear the screen
21   background("white");
22
23   if(ball.isTouching(computerPaddle) || ball.isTouching(playerPaddle)) {
24     playSound("hit.mp3");
25   }
26
27
28   //place info text in the center
  
```

**What's next? :**

Build another more complex game and learn the programmers' style of making notes.