Java Fundamentals

3-7: Sound and Keyboard Control

Project

Objective – Use sounds in a project

- Assign sounds to methods

Open your project from lesson 6 (JF_V02_S03_L06PrjStudent)

Complete the following tasks:

1. Save your scenario as JF_V02_S03_L07PrjStudent

2. Using the actor method of setLocation and the Greenfoot method isKeyDown add code to robotMovement that will allow the player to move the robot up, down, left and right according to which cursor key is pressed.

3. Modify detectWallCollision so that after a collision the wav sound file hurt.wav is played

4. Modify the detectBlockCollision so that after a collision the wav sound file hurt.wav is played

5. Create a method called detectHome in robot with the signature public void detectHome(). Add this to its act method.

6. Modify detectHome so that if you collide with the Home instance it returns you to the start and plays the wav sound file yippee.wav.

7. Create a method called eatPizza in robot with the signature public void eatPizza(). Add this to its act method.

8. Modify eatPizza so that if you collide with a pizza instance it removes it and plays the wav sound file eat.wav.

9. Compile your scenario.

10. Save your scenario as JF_V02_S03_L07PrjStudent