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HTML Game

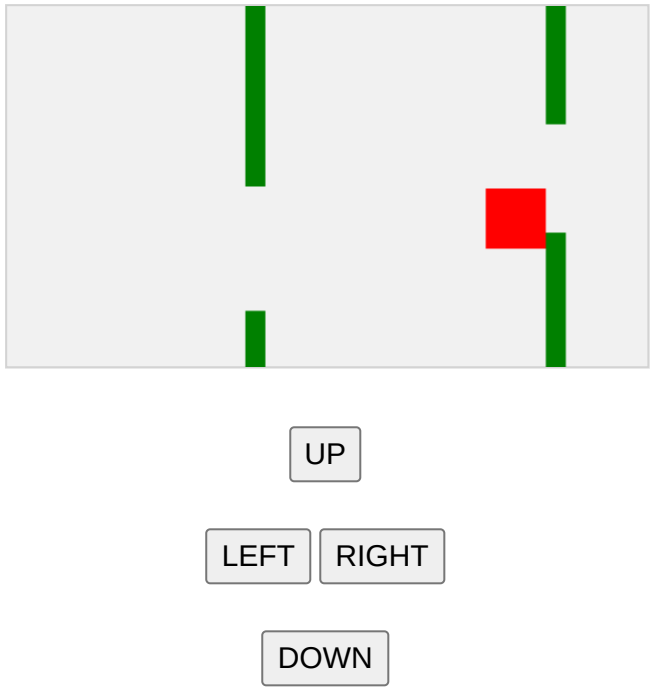
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Game Sound

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Turn up the volume. Do you hear a "dunk" when the red square hits an obstacle?



How to Add Sounds?

Use the HTML5 <audio> element to add sound and music to your games.

In our examples, we create a new object constructor to handle sound objects:

Example

```
function sound(src) {
  this.sound = document.createElement("audio");
  this.sound.src = src;
  this.sound.setAttribute("preload", "auto");
  this.sound.setAttribute("controls", "none");
  this.sound.style.display = "none";
  document.body.appendChild(this.sound);
  this.play = function(){
    this.sound.play();
  }
  this.stop = function(){
    this.sound.pause();
  }
}
```

To create a new sound object use the `sound` constructor, and when the red square hits an obstacle, play the sound:

Example

```
var myGamePiece;
var myObstacles = [];
var mySound;

function startGame() {
  myGamePiece = new component(30, 30, "red", 10, 120);
  mySound = new sound("bounce.mp3");
  myGameArea.start();
}

function updateGameArea() {
  var x, height, gap, minHeight, maxHeight, minGap, maxGap;
  for (i = 0; i < myObstacles.length; i += 1) {
    if (myGamePiece.crashWith(myObstacles[i])) {
      mySound.play();
      myGameArea.stop();
      return;
    }
  }
  ...
}
```

Try it Yourself >

Background Music

To add background music to your game, add a new sound object, and start playing when you start the game:

Example

```
var myGamePiece;
var myObstacles = [];
var mySound;
var myMusic;

function startGame() {
  myGamePiece = new component(30, 30, "red", 10, 120);
  mySound = new sound("bounce.mp3");
  myMusic = new sound("gametheme.mp3");
  myMusic.play();
  myGameArea.start();
}
```

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