Spike: 15
Title: SoundBoard

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Goals / deliverables:

- Code
- Playing sounds on demand for a game based on game events and playing background music.c

Technologies, Tools, and Resources used:

- Visual Studio IDE
- https://gigi.nullneuron.net/gigilabs/playing-a-wav-file-using-sdl2/
- Assorted web sources.
    - YouTube
    - Tutorials

Tasks undertaken:

- Research SDL2 framework and how to implement various things with it.
- Determine on an implementation code for playing sound and input via keyboard.
- Testing code to ensure it all works the same as before.

What we found out:

We found out how to use SDL2 to play/pause sound when an event is triggered. In my case I built a function which is responsible for playing sound which returns device id through which I can easily pause/play again with input keys as device id is actually your audio/player id which we need to pause a audio or play it again.

```
Uint32 playsound(const char *lone)
{

    SDL_Init(SDL_INIT_AUDIO);
    SDL_AudioSpec wavSpec;
    Uint32 wavLength;
    Uint8 *wavBuffer;

    SDL_LoadWAV(lone, &wavSpec, &wavBuffer, &wavLength);
    SDL_AudioDeviceID deviceId = SDL_OpenAudioDevice(NULL, 0, &wavSpec, NULL, 0);
    int success = SDL_QueueAudio(deviceId, wavBuffer, wavLength);
    SDL_PauseAudioDevice(deviceId, 0);
    while (wavLength > 0) {
        return deviceId;
    }
    SDL_CloseAudioDevice(deviceId);
    SDL_FreeWAV(wavBuffer);
    return deviceId;

}
```