**Spike:** 15

**Title:** SoundBoard

**Author:** Parth Madhani, 101901858

**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.

