

## Group 17 Project 2

### Custom Artifact

Our custom artifact consists of adding sounds to the game. There is background music that will play throughout the game and this was implemented in the index.html file. We also added sounds for when a ship is hit or when it is missed as well as a sound for Game Over. This was done by adding a function to preload the sound which was then called in the html file based on a hit or miss event. To decrease the volume of the background music we added in a lowerVolume function so we would be able to hear the hit/miss sound effects. The Game Over sound can be found in the changeTurn function and is called when the game has completed. The Music folder contains the sounds we used so we could access them in the html file, and the works cited document shows the sources where the sounds came from.