Group 17 Project 2

Custom Artifact

Our custom artifact consists of adding sound effects to the game. We got this approved by the GTA Sushmitha. In entirety, there is background music that will play throughout the game and this was implemented in the index.html file. We also added sound effects for when a ship is hit or when it is missed as well as a sound for Game Over. This was done by adding the audio files to html similar to what we did for the background music. Then we called the audio file using the const hitShip = document.getElementById("hit"). We did the same for the miss. Whenever there was a hit or miss event, the const name is called so for example we had hitShip.play() . Additionally, 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.