10. Sound Effects & Music

## Series

You are reading **Part 10** of the [Space Shooter Tutorial](#).

> In this chapter, we will learn how to add sound effects and music to our game.

Determine the beginning of the scene

Firstly, we will add soundtrack music to our game. This music will be played at the beginning of the game. Hence, we have to determine when the scene starts. We are using a built-in condition called **"At the beginning of the scene."** So, open the **Events** tab and add a new event.
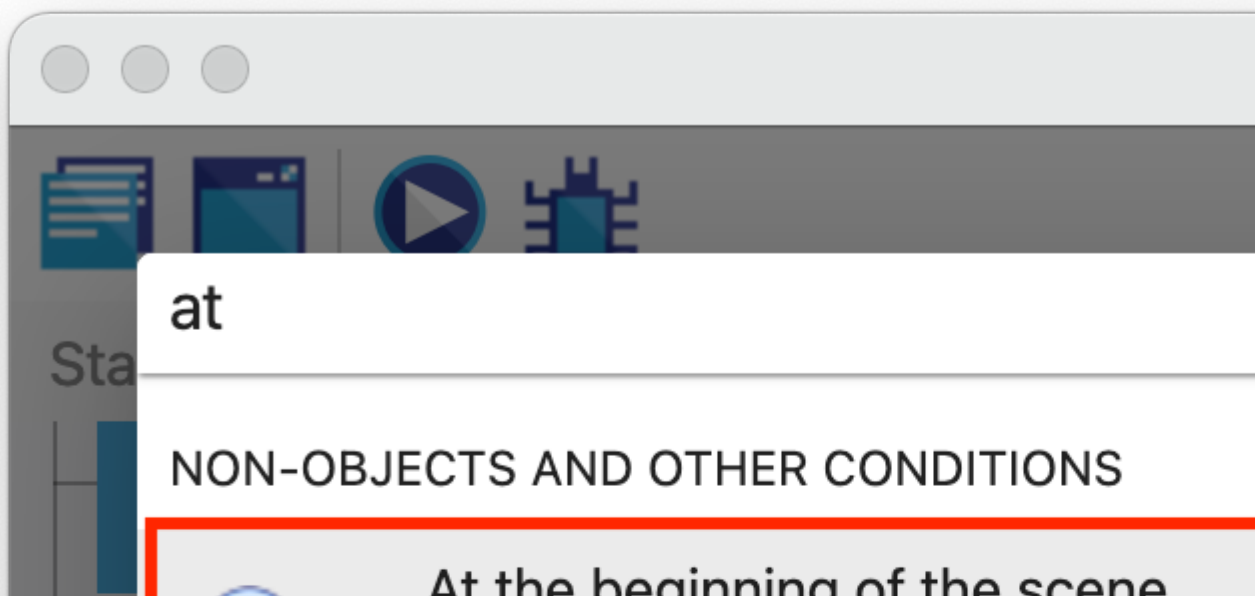
At the beginning of the scene
Scene

Fullscreen activated?
Game's window and resolution

Device has a touchscreen
System information

Is a mobile device
System information

Is the game running as a preview
System information

Is WebGL supported
System information

Compare the value of acceleratio
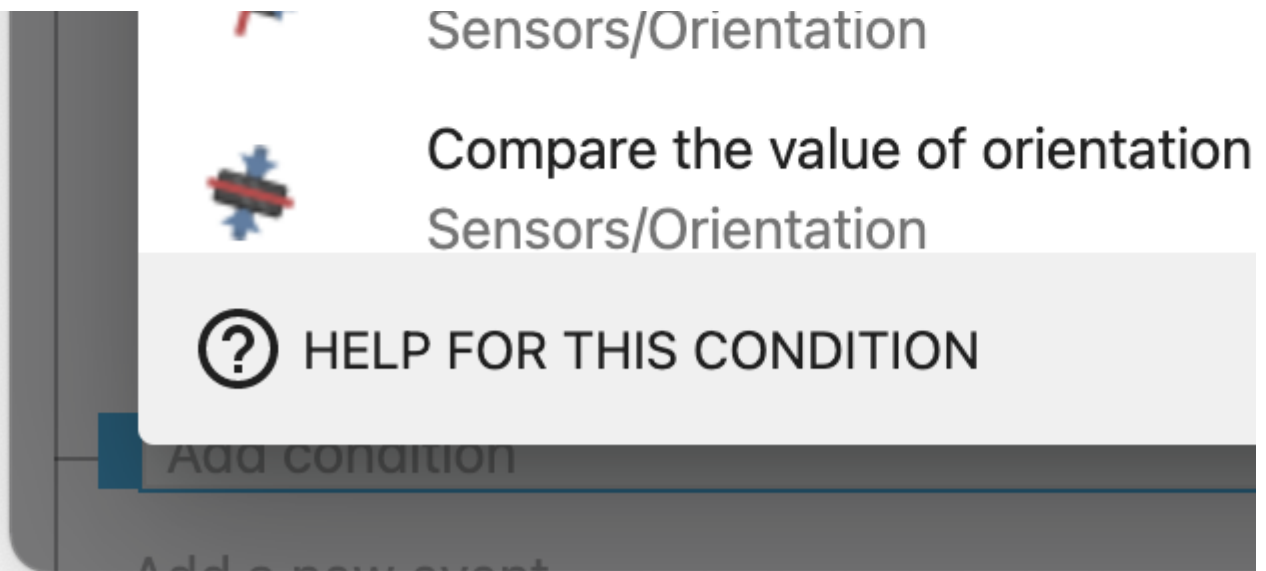Sensors/Motion

Compare the value of acceleratio
Sensors/Motion

Compare the value of acceleratio
Sensors/Motion

Compare the value of orientation
Sensors/Orientation

Compare the value of orientation

Sensors/Orientation

Compare the value of orientation

Sensors/Orientation

(?) HELP FOR THIS CONDITION

Add condition

Add a new event

Playing sounds

Create a new action in the previous event. Type **play** on the search bar, and select **Play sound**. Add an audio file called **"soundtrack.ogg"** from the assets folder. Set the volume **40**, and enter **1** as the pitch value.

> Do not forget to repeat the sound by selecting **yes**. We are going to loop the soundtrack.

play

Sta

Player

NON-OBJECTS AND OTHER ACTIONS

Playing offset of the music on a c
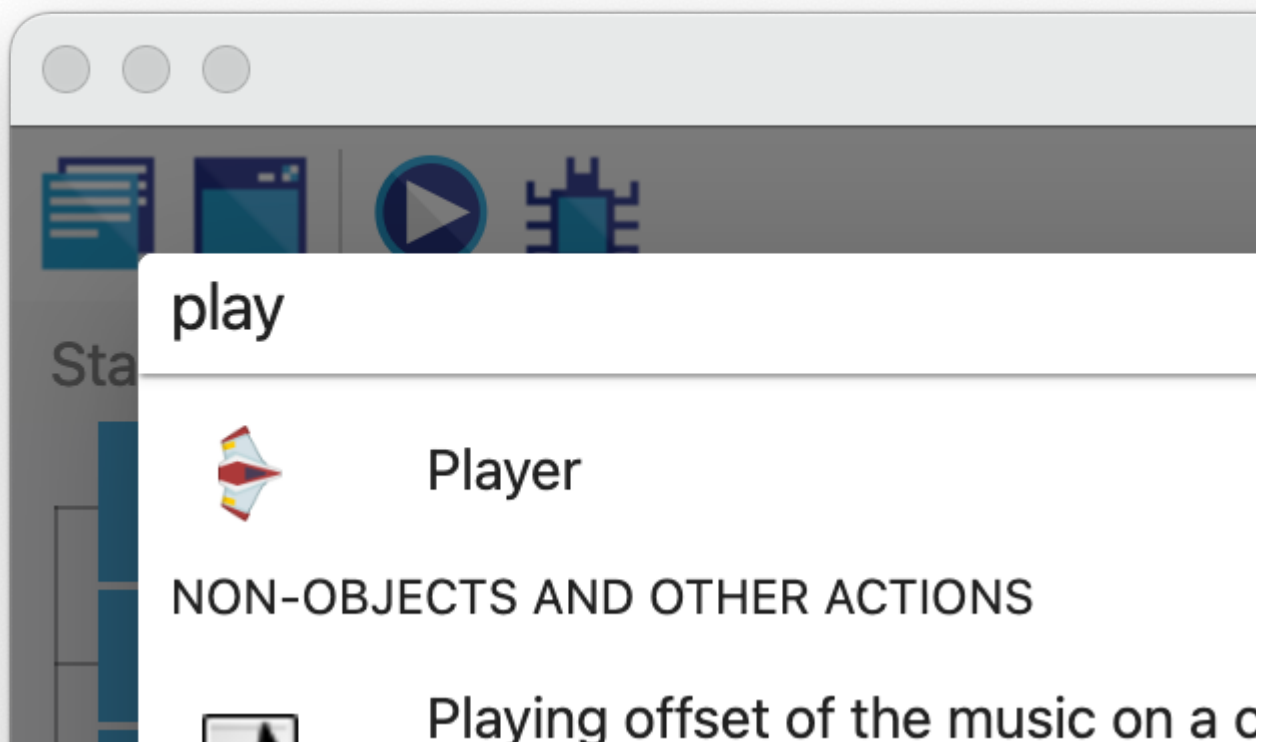
Audio/Music on channels

Playing offset of the sound on a c
Audio/Sounds on channels

Play a music file
Audio

Play a music file on a channel
Audio/Music on channels

Play a sound
Audio

Play a sound on a channel
Audio/Sounds on channels

Play the music of a channel
Audio/Music on channels

Play the sound of a channel
Audio/Sounds on channels

Load player data
Facebook Instant Games/Player c

Load player entry
Facebook Instant Games/Leaderb

Save player data
Facebook Instant Games/Player c

Then, you should see:

Playing sound effects

We will add a laser sound effect that will be played when the player fires a bullet. Go to the **FireBegin event**. Add a new action to play a sound. Select **"sfx_laser.ogg"** from the assets folder, set volume to 100, and pitch to 1.


We will add an enemy hit sound effect, which will be played when the player hits the enemy. Go to the **Enemies is collision with Bullet event**. Add a new action to play a sound. Select **"enemy_explosion.waw"** from the assets folder, set the volume to 100, and pitch to 1.

Finally, we will add a sound effect that will be played when the player collects a powerup. Go to the **Player's collision with powerup events**. Add a new action to play a sound. Select **"sfx_shieldUp.ogg"** from the assets folder, set volume to 100, and pitch to 1.
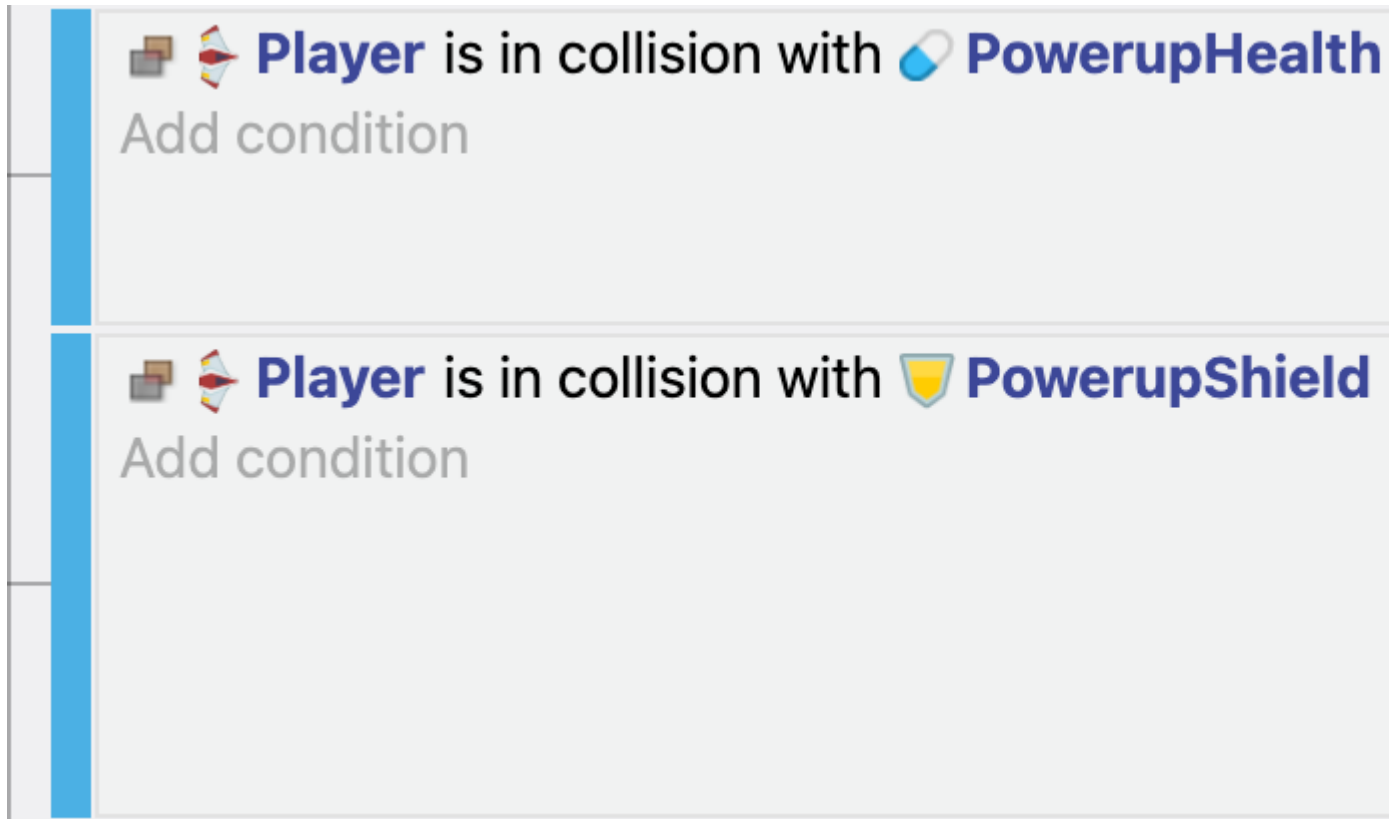
That is all. You can test your sound effects by running the game.

Next step

[Space Shooter, Part 11](#)