

unit 3

Graphics and Animation:

Music and Sound Effects

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Python Graphics



MUSIC/SOUND VERBS

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Fact: music in a Python game is an ongoing soundtrack.

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Fact: a sound effect in a Python game is "noise" that is associated with an event/response.

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Q:

How do I teach the Python to
play music?

A:

playMusic

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Grammar of soundtracks

playMusic (*Filename*)

Red text is
REQUIRED by Python
grammar!

Handwriting means
"your choice"

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e.g.

playMusic (*"dungeon.mp3"*)

#dungeon.mp3 must have

#been uploaded to the repl!

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Q:

How do I teach Python to
play a sound effect?

A:

playSound

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Grammar of sounds

playSound (*filename*)

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e.g.

playSound (*"opendoor.wav"*)

#opendoor.wav must have

#been uploaded to the repl!

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Facts:

- music is played until you ask the computer to stop
- Sounds are played once, when you ask the computer to play it

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Q:

How do I ask the computer
to stop playing music?

A:

`stopMusic`

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Grammar of soundtrack stopping

stopMusic ()