

Tutorial 6

Adding sound!

This will be a very short and sweet tutorial! Feel free to come back to it when/if you want sound in your game! There are two different types of sound available, you can attach sound to a single event, e.g when the character jumps, or you can have a continuous sound e.g the background noise of your game. Open up tutorial4.html in firefox and play the game!

Step 1

Lets add a jumping sound to our dinosaur! The first thing you will need to do is create a global variable for the sound. Lets call this `jumpingSound`; it should look something like this:

```
var jumpingSound;
```

Next we will want to assign a new Sound object to the variable you just created, the sound object takes 5 parameters:

1. *game* : Your game object
2. *name* : The name of the sound
3. *sound* : String reference of the audio file
4. *volume* : Optional Value between 0 and 1, the default is 1
5. *loop* : Optional boolean value stating if the audio should loop, default is false

As *volume* and *loop* are optional we can just create our object by passing through the game object, a name for our sound and a link to the sound.

There is a gimicky jumping sound in the sounds folder called `jump.mp3` so pass through "sounds/jump.mp3" as your sound. Make sure you create the object in the *preload* function, it should look something like:

```
jumpSound = new Sound(game, "jumpsound", "sounds/jump.mp3");
```

The last thing that needs to be done is to play the song, the function *playAudio()* can be used, you will want to put this in the *update* function inside the if statement where our dinosaur jumps. This is around line 85. You will call the *playAudio()* function on the *jumpSound* variable so you will have something like:

```
jumpSound.playAudio();
```

Step 2

Try to add in a background noise, there is a mp3 file in the sounds folder called *bg.mp3*. You will need to:

1. create a new variable for the sound
2. create a new object and assign it to the variable you just created
 - a. You may want to set the volume slightly lower, around 0.5
 - b. You will need to set loop to true
3. You will need to place the *playAudio()* function inside the *create* function and not the *update* function!!!!