## INTRODUCTION TO GAME MAKER: ADDING SOUNDS AND BACKGROUND MUSIC

## ADDING SOUNDS

Next we are going to add a sound effect to the game. This effect is going to play whenever the player clicks on an apple.

1. Select the **Create a Sound** icon from the toolbar. Alternatively, you could use the keyboard shortcut **SHIFT + CTRL + U**, or select **Resources > Create Sound** from the menu bar.

🚱 <new game="">* - Game Maker 8.0 Pro</new>	
<u>File Edit Resources Scripts Run Window H</u> elp	
🗋 😂 🔜   🗟 🧶   🕨 🕨   🗲 🎯 🗟 🗠 🖨 🎞	∑ 🔵 🗖   🛈 🔚 🕂   🥝

2. Name the sound **snd\_click**.

💿 Sound Pro 🗖 🗖 💌
<u>N</u> ame: snd_click
Filename:
<u>✓ 0</u> K

3. To load a sound clip, click the **Load Sound** button and navigate to the sound file called **click.wav** which you can find on the shared directory.

🚱 Open							x
Look in:	🌗 audio			•	G 🤌	P 🛄	•
My Documents	Name Click.wav Replosion.wa Music.mid		#	Title			Contributing art
CAMPI-BUS-L0 003	ay musicimia						
Recent Items							
Desktop	•		111				F.
	File <u>n</u> ame:	click.wav				•	Open
	Files of type:	Sound files				•	Cancel

1. Click **OK** to close the Sound properties window.

💿 Sound Pro 🗖 📼 💌
<u>N</u> ame: snd_click
🔁 Load Sound 🕨 🧿
Save Sound
Filename: click way

2. We now need to make sure the sound is played when the player clicks on an apple. In order to make this happen, we need to reopen the apple object by double clicking on it, then click the **Left pressed** event.

Object Properties: obj_apple	1		- • •
Name: obi_apple	Events: Create Creat	Actions: Jump to a random position Set the score relative to 50	Move main1 main2 control score draw
<u>✓ </u> <u>Ω</u> К	Add Event Delete Change		

3. Select the **main1** tab, and drag the **Play Sound** action to the list of actions.

Object Properties: obj_apple	2		- • •
Name: obi_apple	Events: Create Creat	Actions: Jump to a random position Set the score relative to 50	- Objects move main1 - Sprite for a control score draw - Sounds for a control score draw
<u>✓ 0</u> K	Add Event Delete Change		

4. When the Play Sound properties window appears, select the sound object that you added and keep the value of loop to **false** since we only want the sound to play once. Click **OK**.

Play Sound			
sound: loop:	No sound false	n	o sound
		t He sr	nd_click
С		X Cancel	

## ADDING BACKGROUND MUSIC

Next we are going to add background music to the game.

1. Create a new sound object and name it **snd\_background**.

🔊 Soun	d Pro 👝 🔳 💌
<u>N</u> ame:	snd_background
2	Load Sound
	📙 Sa <u>v</u> e Sound
Filenan	ne:
	<u>✓ 0</u> K

2. Press the **Load Sound** button and select the sound file called **music.mid** and then press OK to close the sound properties window.

🚱 Open						×
Look <u>i</u> n:	鷆 audio			•	G 🦻 📂	<b>.</b>
	Name		#	Title		Contributing art
My Documents	click.wav explosion.wa	v				
	🔊 music.mid					
CAMPI-BUS-L0 003						
<u> </u>						
Recent Items						
Desktop	•		III			4
	File <u>n</u> ame:	music.mid			-	Open
	Files of type:	Sound files			•	Cancel

3. Now we need to make sure that the sound will play at the beginning of the game and loop forever. We are going to use an additional object for it.

Create a new object and name it **obj\_bgmusic**.

Object Properties: obj_bgm	usic		- • •
Name: obi_bgmusic	Events:	Actions:	Move main1 main2 control score draw
<u>✓ 0</u> K	Add Event Delete Change		

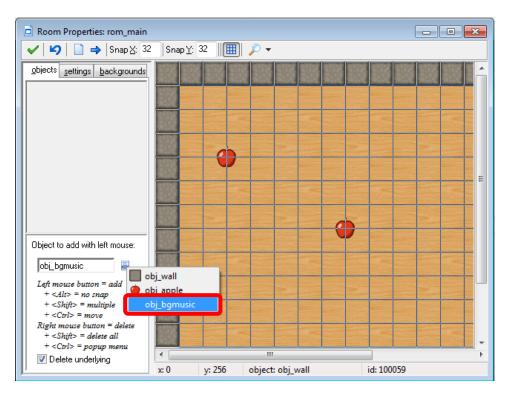
4. Click on the **Add Event** button, select the **Create** event, select the main1 tab, and drag the **Play Sound** action into the action list.

Object Properties: obj_bgm	usic		
Name: obi_bgmusic	Events:	Actions:	- Objects
Sprite	💡 Create		
New			- Sprite
🔽 <u>V</u> isible 📄 Solid			- Sounds
			Sounds On tro
			- Rooms of a
<u> Ф</u> К	Add Event		
	Delete Change		

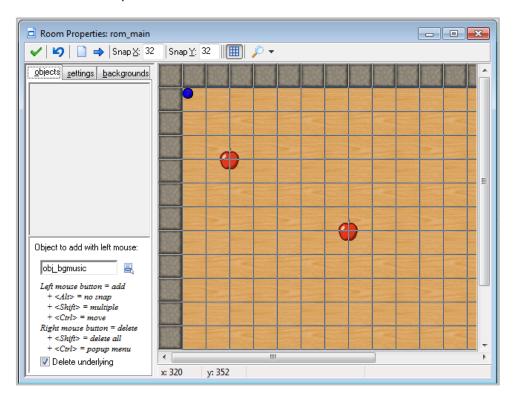
5. Select the sound object you just created (**obj\_bgmusic**) and set loop to **true**. Click **OK** to close the Play Sound properties and then **OK** again to close the object properties window.

Play Sound		
sound: loop:	snd_background No sound true Sound click	
<b>✓</b> OK		

6. We still need to add the object to the room, otherwise it won't be created. Double-click the room, select the **objects** tab, and then click on the menu icon in the middle to select the music object.



7. Now click anywhere in the room to add an instance of the object. The object has no sprite so a little blue ball with a question mark is shown instead.



8. Click the green check mark to exit the room.