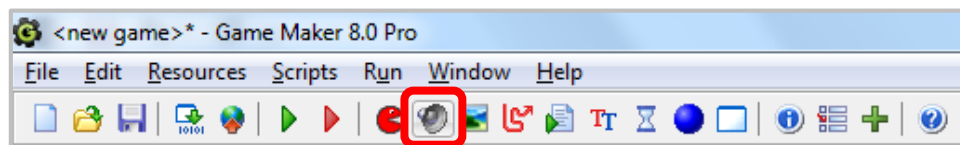


INTRODUCTION TO GAME MAKER: ADDING SOUNDS AND BACKGROUND MUSIC

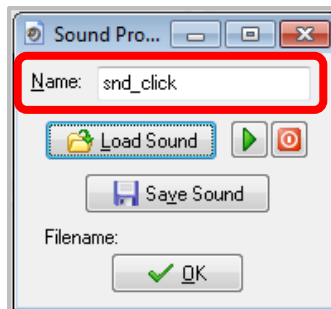
ADDING SOUNDS

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.

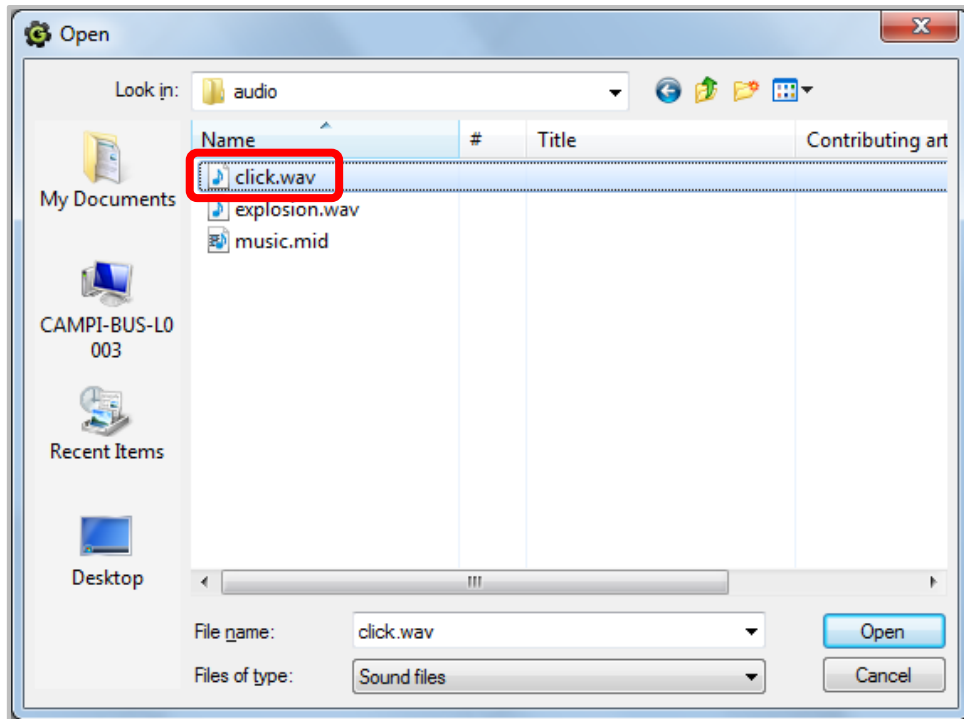
1. Select the **Create a Sound** icon from the toolbar. Alternatively, you could use the keyboard shortcut **SHIFT + CTRL + U**, or select **Resources > Create Sound** from the menu bar.



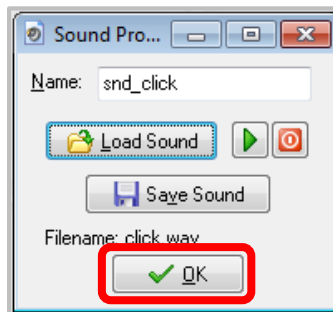
2. Name the sound **snd_click**.



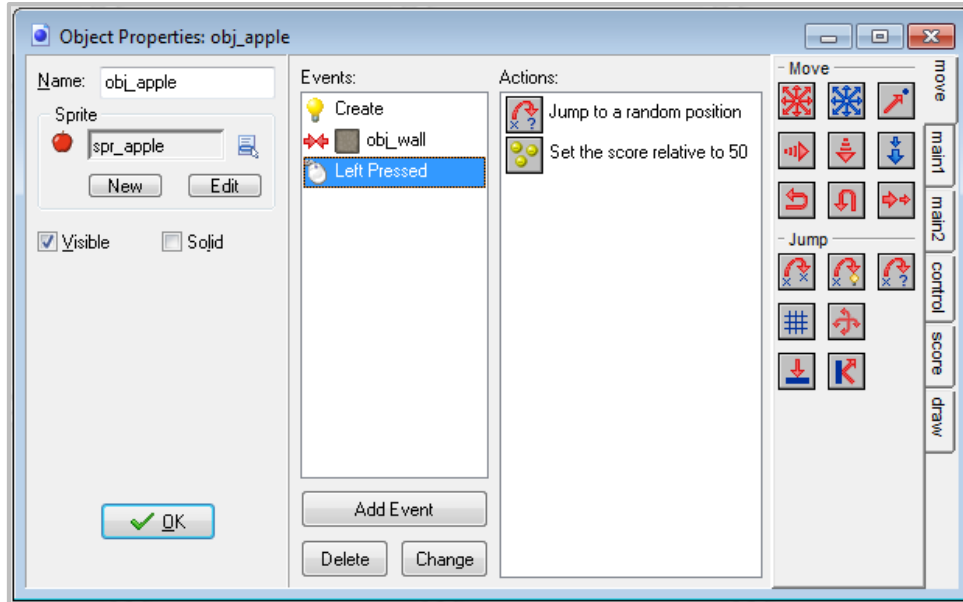
3. To load a sound clip, click the **Load Sound** button and navigate to the sound file called **click.wav** which you can find on the shared directory.



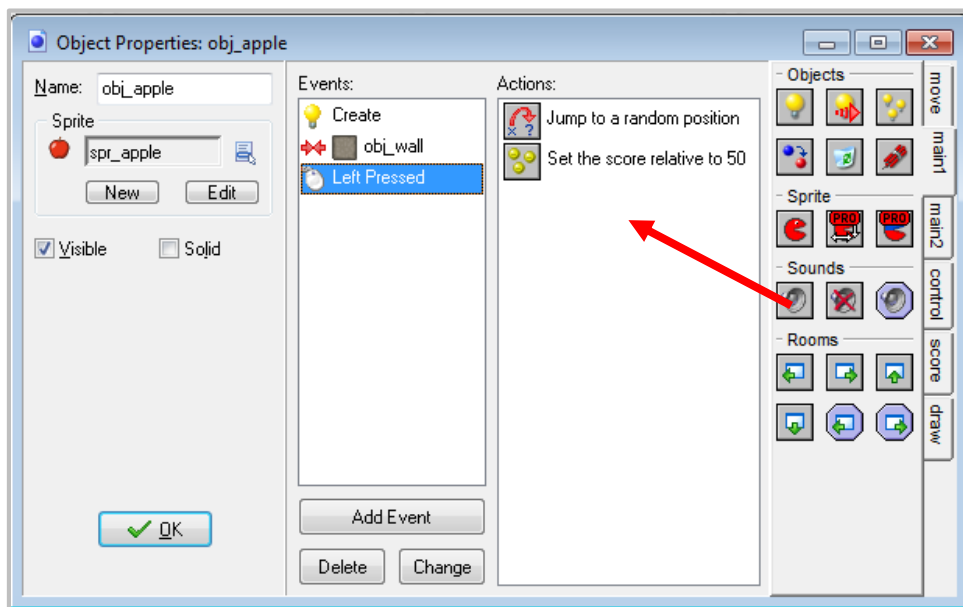
1. Click **OK** to close the Sound properties window.



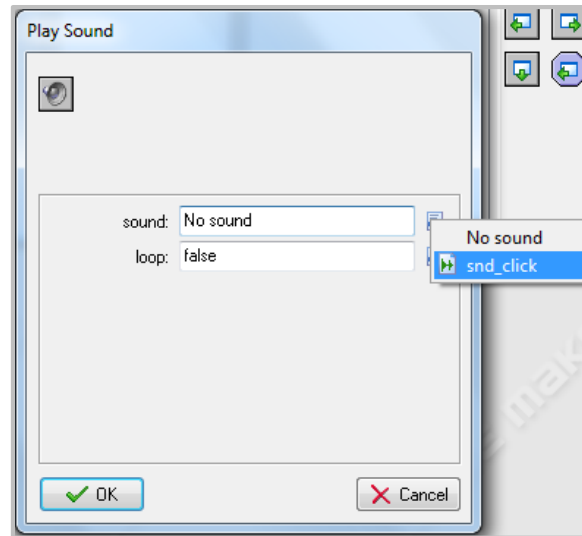
2. We now need to make sure the sound is played when the player clicks on an apple. In order to make this happen, we need to reopen the apple object by double clicking on it, then click the **Left pressed** event.



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



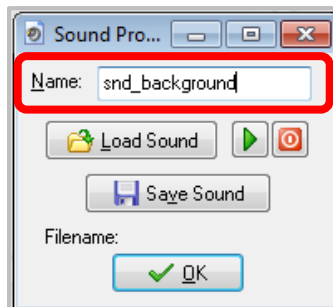
4. When the Play Sound properties window appears, select the sound object that you added and keep the value of loop to **false** since we only want the sound to play once. Click **OK**.



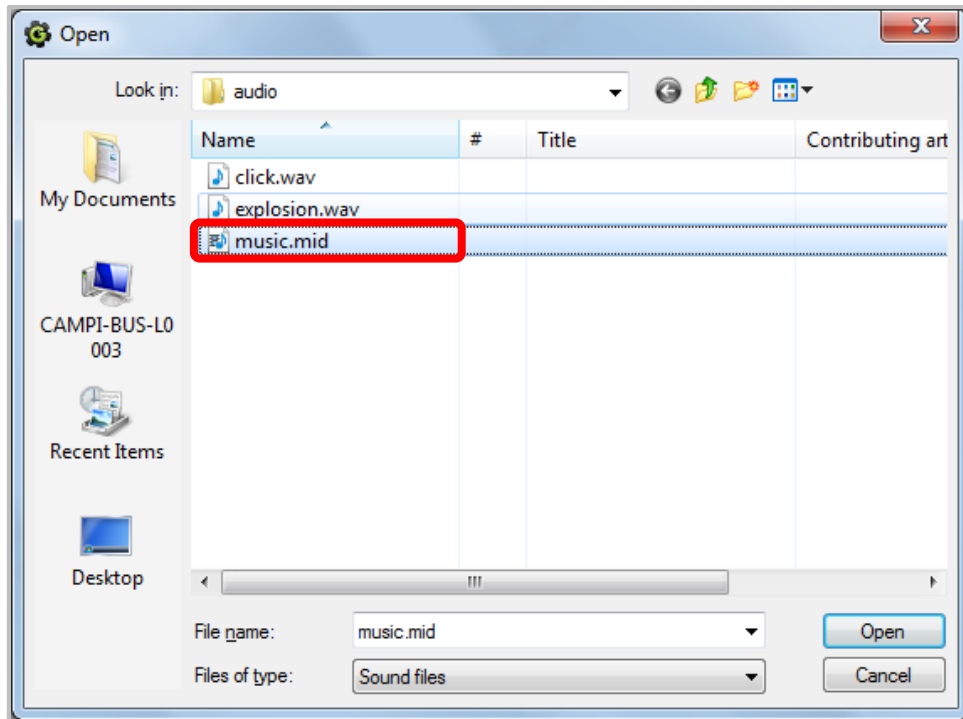
ADDING BACKGROUND MUSIC

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

1. Create a new sound object and name it **snd_background**.

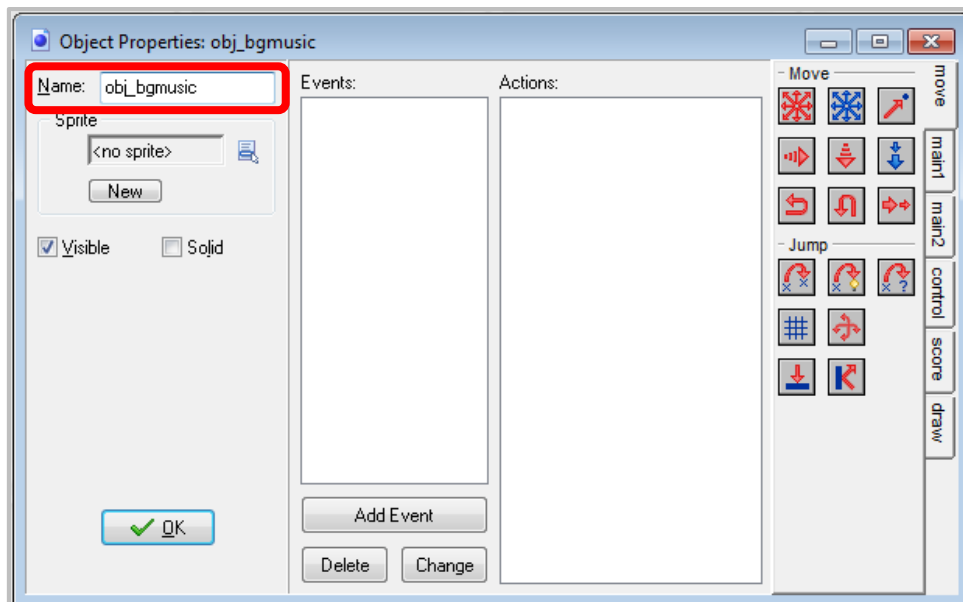


2. Press the **Load Sound** button and select the sound file called **music.mid** and then press OK to close the sound properties window.

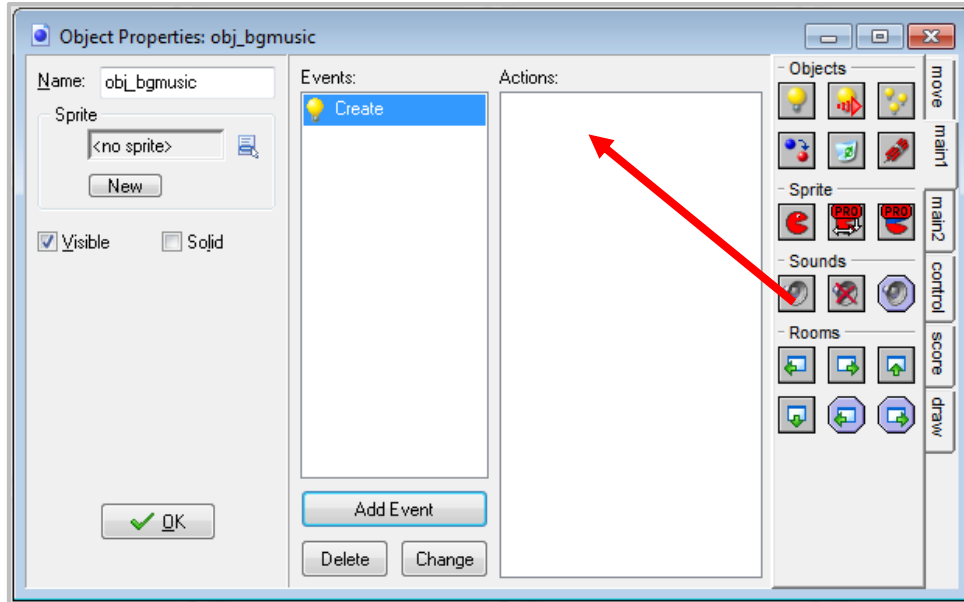


- Now we need to make sure that the sound will play at the beginning of the game and loop forever. We are going to use an additional object for it.

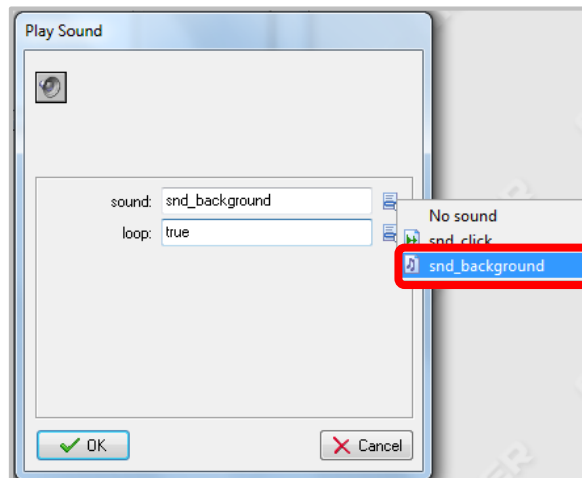
Create a new object and name it **obj_bgmusic**.



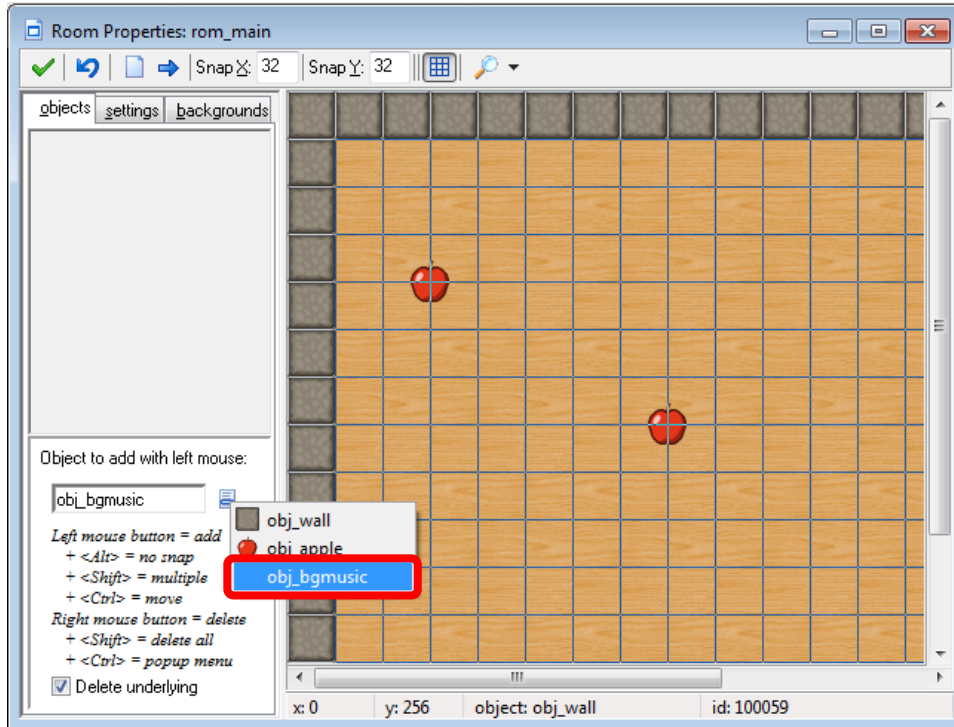
- Click on the **Add Event** button, select the **Create** event, select the main1 tab, and drag the **Play Sound** action into the action list.



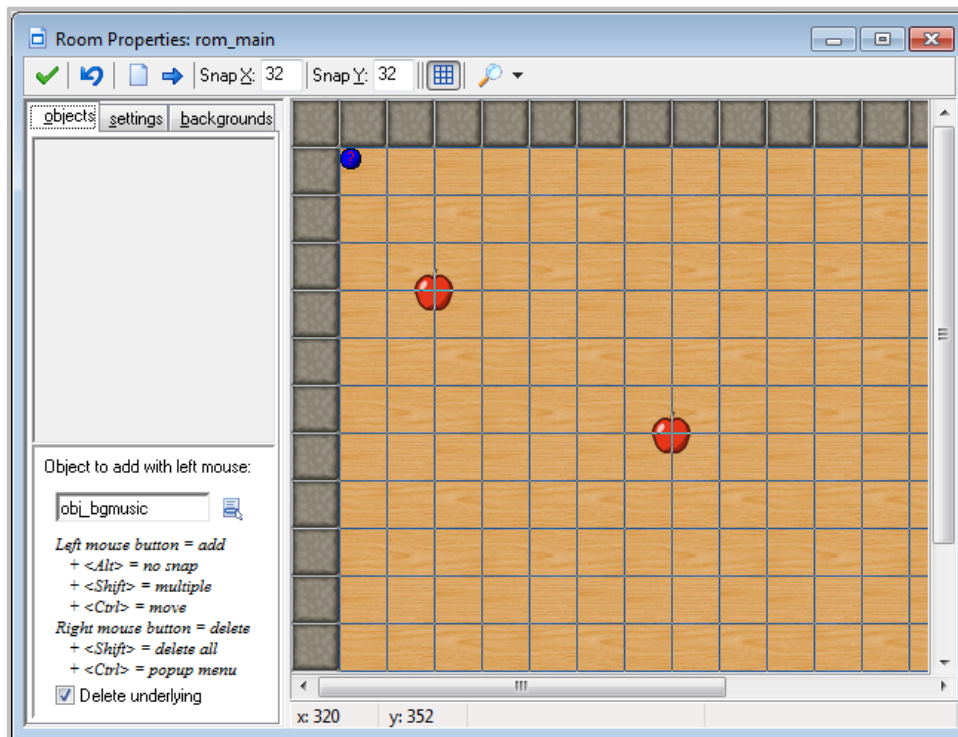
5. Select the sound object you just created (**obj_bgmusic**) and set loop to **true**. Click **OK** to close the Play Sound properties and then **OK** again to close the object properties window.



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.