

# Intro to Unity

Hands-On Challenges

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# Challenge M: Adding Some Sound

So far, your breakout game is lacking that certain “something”. While it has plenty of light and the basic game mechanics are in place, it feels somewhat flat. This is because the game does not have any sound.

Your job is to put some sound in place.

## Getting Started

Open the starter challenge project. If you’ve been following this series from the beginning, open your last saved project.

**Note:** Unity will open to empty scene. Find the scene that you saved, or if you are using the Starter Project, open Main.scene.

Your challenge is to provide sounds to the game. You’ll need sounds for the following events:

- Ball strikes a brick
- Ball strikes a wall
- Ball hits the paddle
- All the bricks respawns
- The ball explodes

You will also need some background music to play while the game is in motion.

**Note:** the sample music I’ve included is stored in MP3 format as we didn’t have access to the WAV file. That said, feel free to replace the music with your own.

I’ve included the sounds for these events in a downloadable zip file, but feel free to create your own. To do so, head over to the following site and have lots of fun: <http://www.bfxr.net>

There are many different ways to do this.

Curious to know my approach? If so, keep reading. Otherwise, feel free to skip to the next section to read about an additional challenge.

In my approach, I created a Ball event for each type of sound. Next, I created a SoundEffect Manager object with and registered for each type of ball event. Then in the BallScript, I tested against different collision events and called those events.

The background music is another GameObject with an audio source attached to it set to loop.

## Uber Haxx0r Challenge

To give your game that extra bit of challenge, create a new condition. Each time the player hits ten bricks in a row, spawn another ball. To do this until there are three balls in play at once.

Create a new "extra ball in play" sound so that the user knows that a new ball is available.