

# Sound advice

**1** The sound effects in this game are not very good.

TINK..... TINK.....

No - it really doesn't sound like it should do.

Let's record some sound effects.

(Always remember to SAVE before you start to work with sound. Scratch has been known to crash when you do recordings).

Click on the first falling ball. Near the bottom of the code it has :



This is the bit that makes the TINK noise when you shoot a ball.

Change it for this one and when you click the arrow select 'record'



The sound recorder allows you to make your own effects :



Press the record button (the red dot) to start recording.

Press the stop button (the black square) to stop.

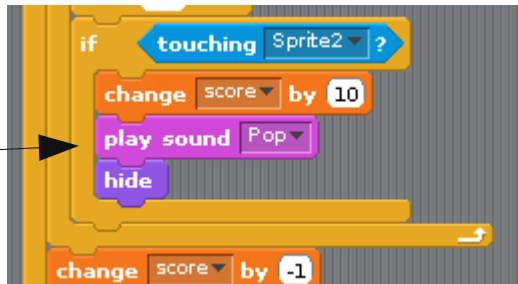
And press the play button (the triangle) to play it back.

When you have a good sound press OK

Not happy with your sound ? You could always try one of the ones that is already recorded for you. Click on the ball. Click 'sounds' at the top of the middle area. And click 'Import'. Pick a sound from the list.

I went into 'effects' and selected 'pop'

When you have either recorded or picked your bit of noise, go back to the script window and make sure the sound is listed in the play command :

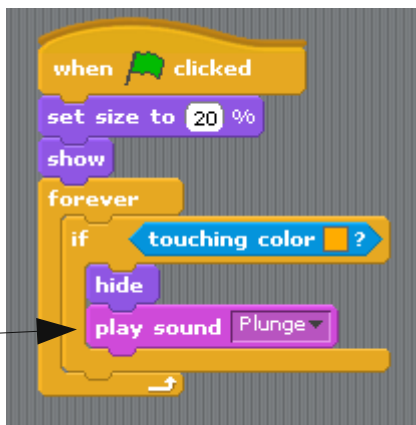


If you have lots of balls, you will need to change the noise command for each of them.

## 2 How about a sound for a house being squished by a ball ?

(I wonder what noise that would make ?)

You just need to add in a sound in the same way by clicking on a house and dropping it in here :



Again - you will need to do this for each house - but a nice idea could be to have a different noise for each house.

Time for the next sheet ? Ask for sheet 9