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W5Lab04: Space Rock Game- Part4 – Adding Sound Effects

I have now added background music into the game that begins when the game starts and ends when the game room closes. I have added audio that plays when the player shoots a bullet that audio is meant to switch the pitch randomly as the player shoots in the game to create a better audio experience. I have created an additional sound that plays whenever the player destroys a rock and it also has a range of different pitches that can play to avoid annoying the player with the same audio. As per lab instructions all code that has become altered for this assignment has been changed to Visual Studio GML via the in-software conversion tool.

Three additional sound effects have been added to the game. One for each powerup the player can interact with and one for the player reaching a predetermined score. The game losing sound effect has been replaced with a new sound effect. The game plays the high score sound effect again only louder if the player reaches the second high score value. Added music to the main menu.