

**MUSIC**

**Soundtrack and Gameplay**

**Make your own music!**

**Use these apps**

**Pulse**

**<https://pulse.berklee.edu/?id=4&lesson=480>**

**Jummbox**

**<https://jummb.us/>**

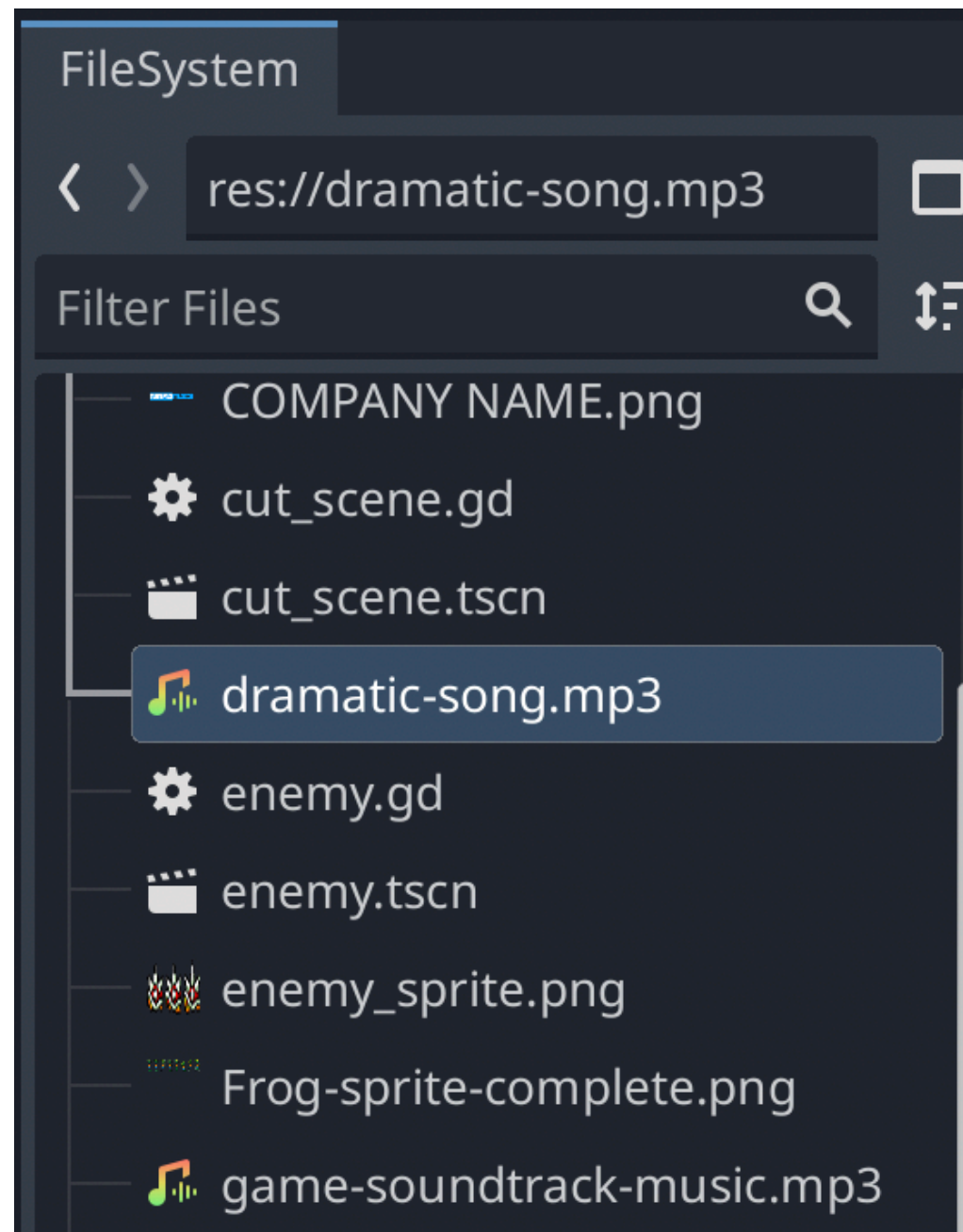
**SongMaker**

**<https://musiclab.chromeexperiments.com/Song-Maker>**

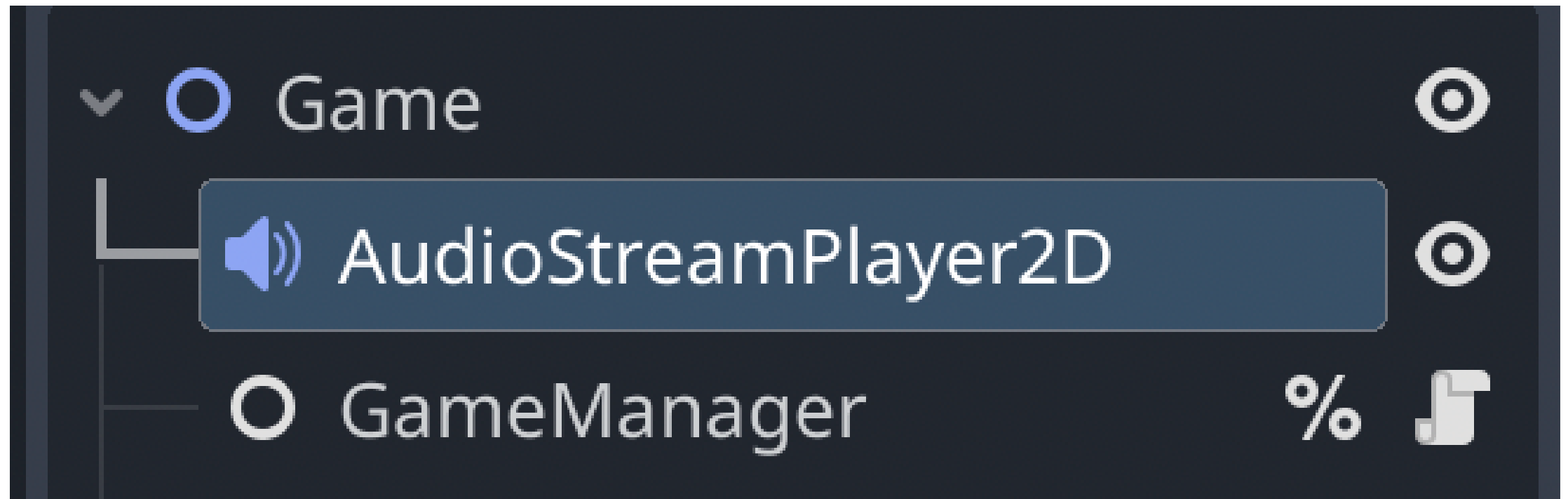
**Export an audio file .wav or .mp3**

**or find free music on pixabay**

**<https://pixabay.com/sound-effects/search/music%20background/>**

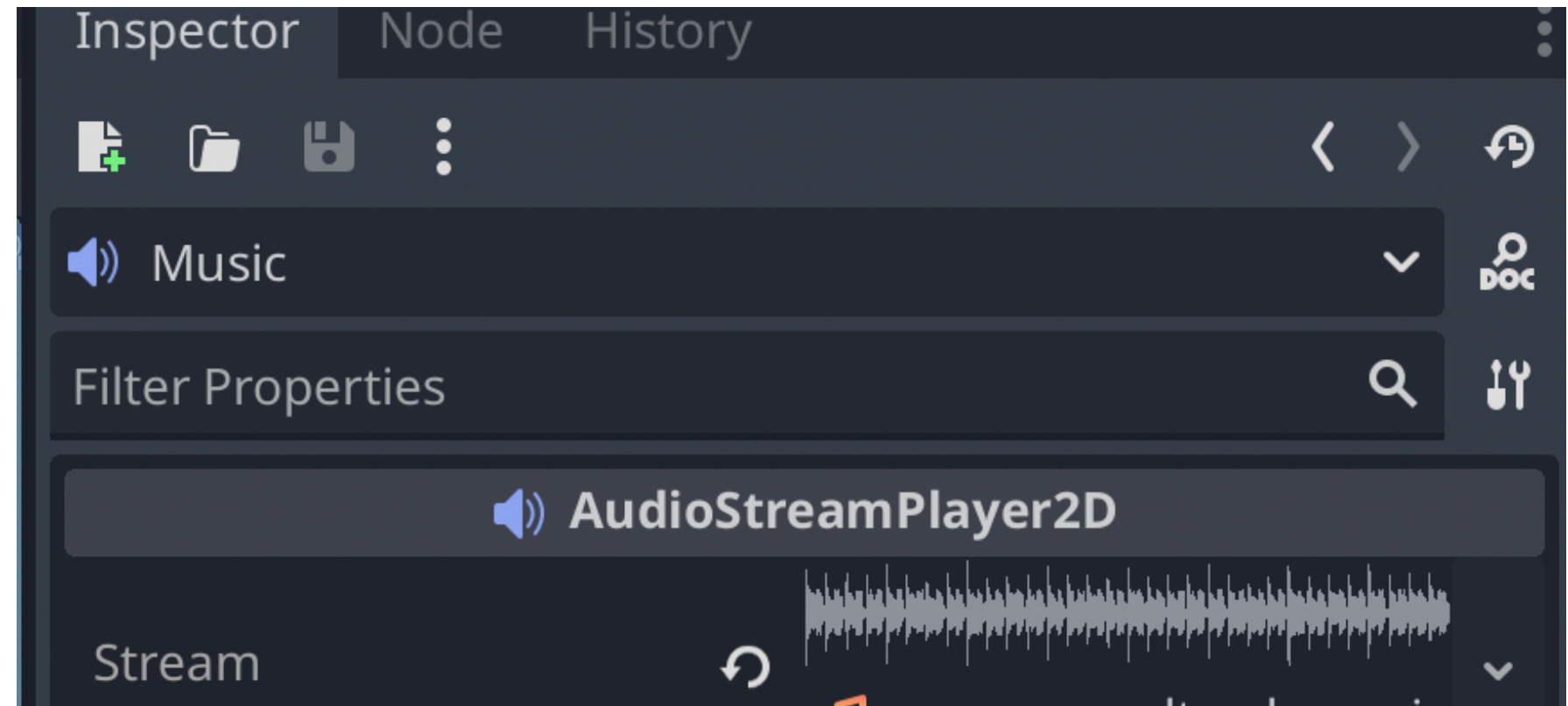
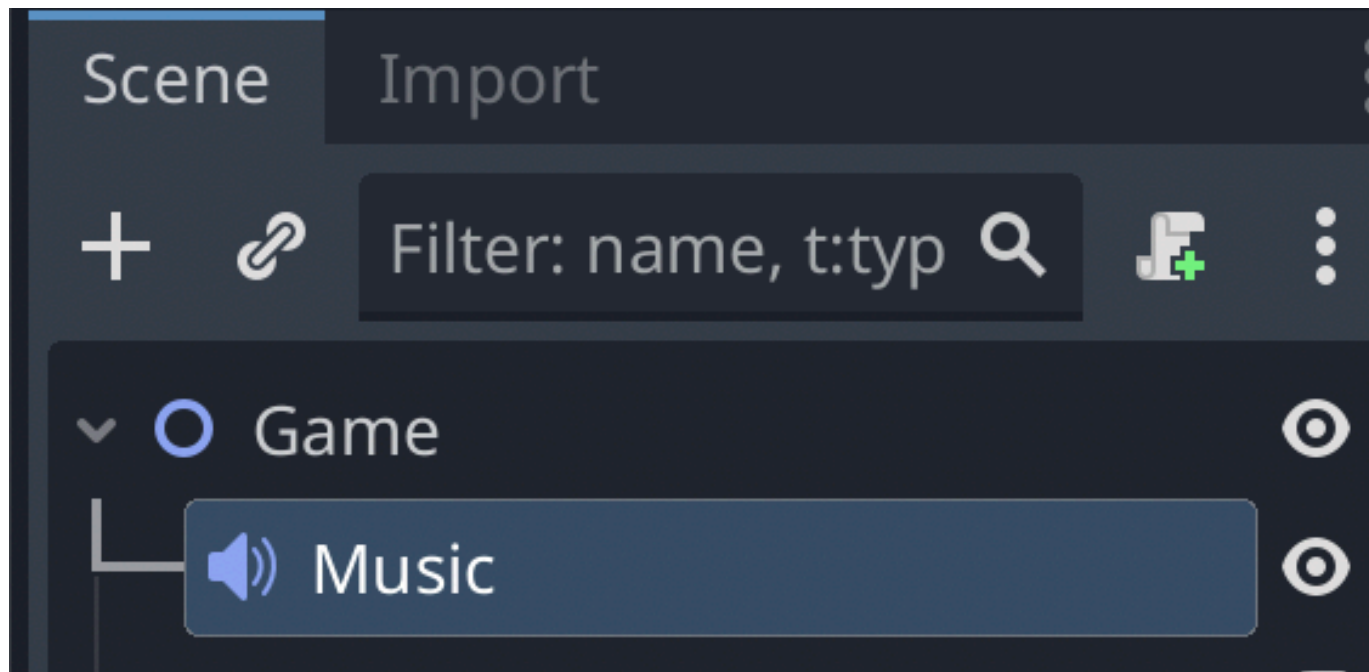


Add the song file to  
your game folder.

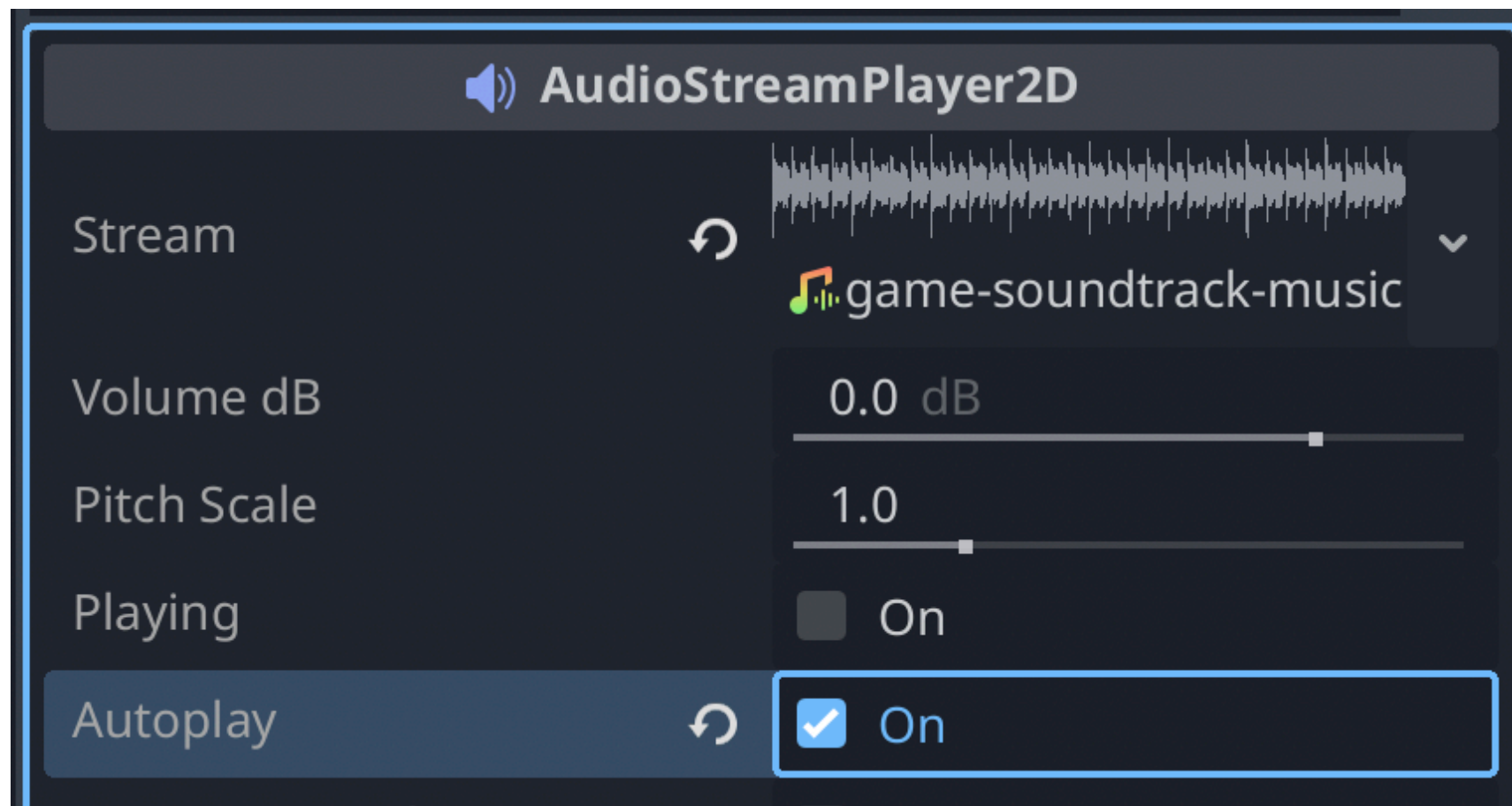


Add a new Child node to your game

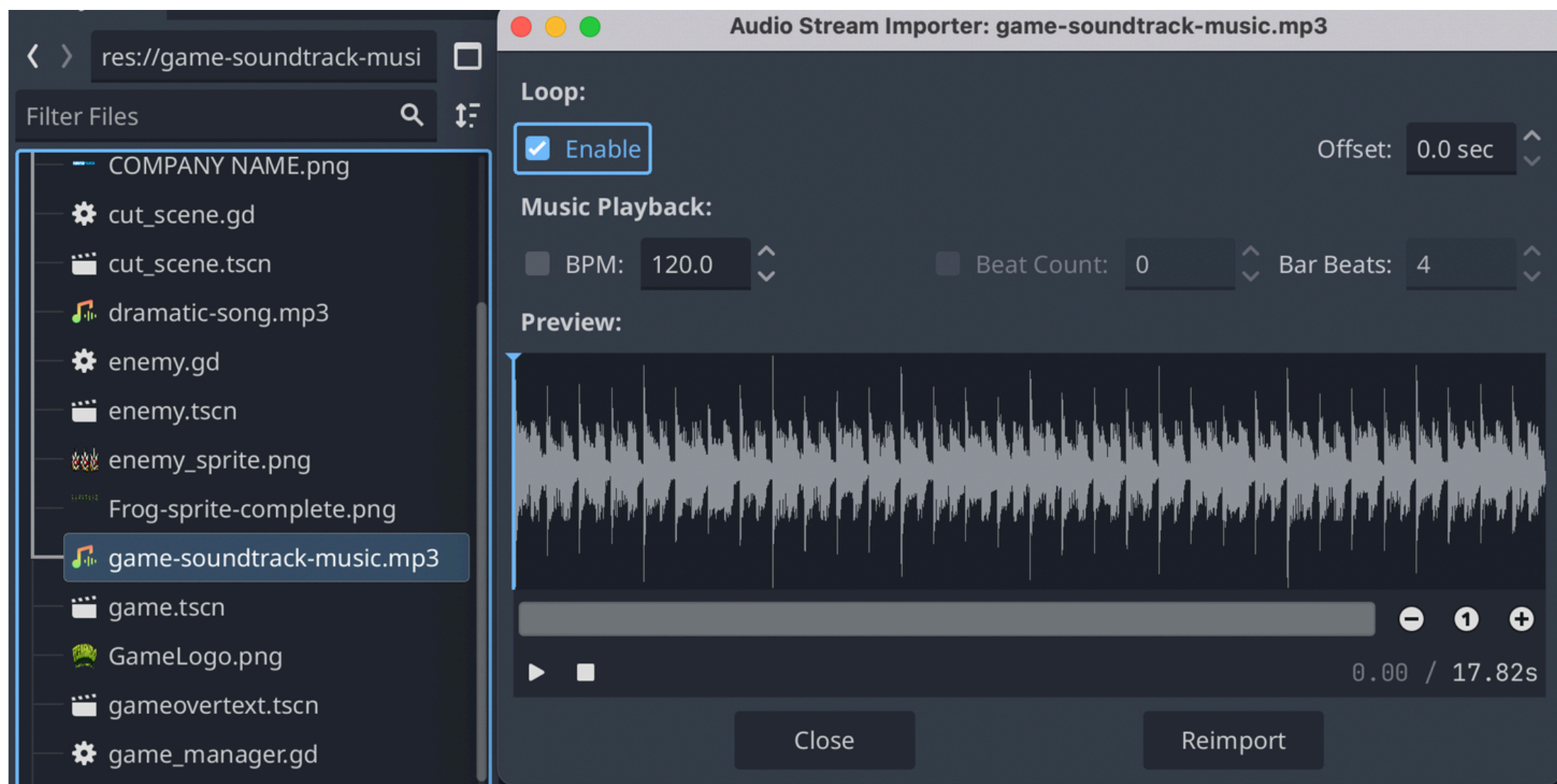
AudioStreamPlayer2D



Rename the node to MUSIC  
in the Inspector drop your song into the STREAM  
box.

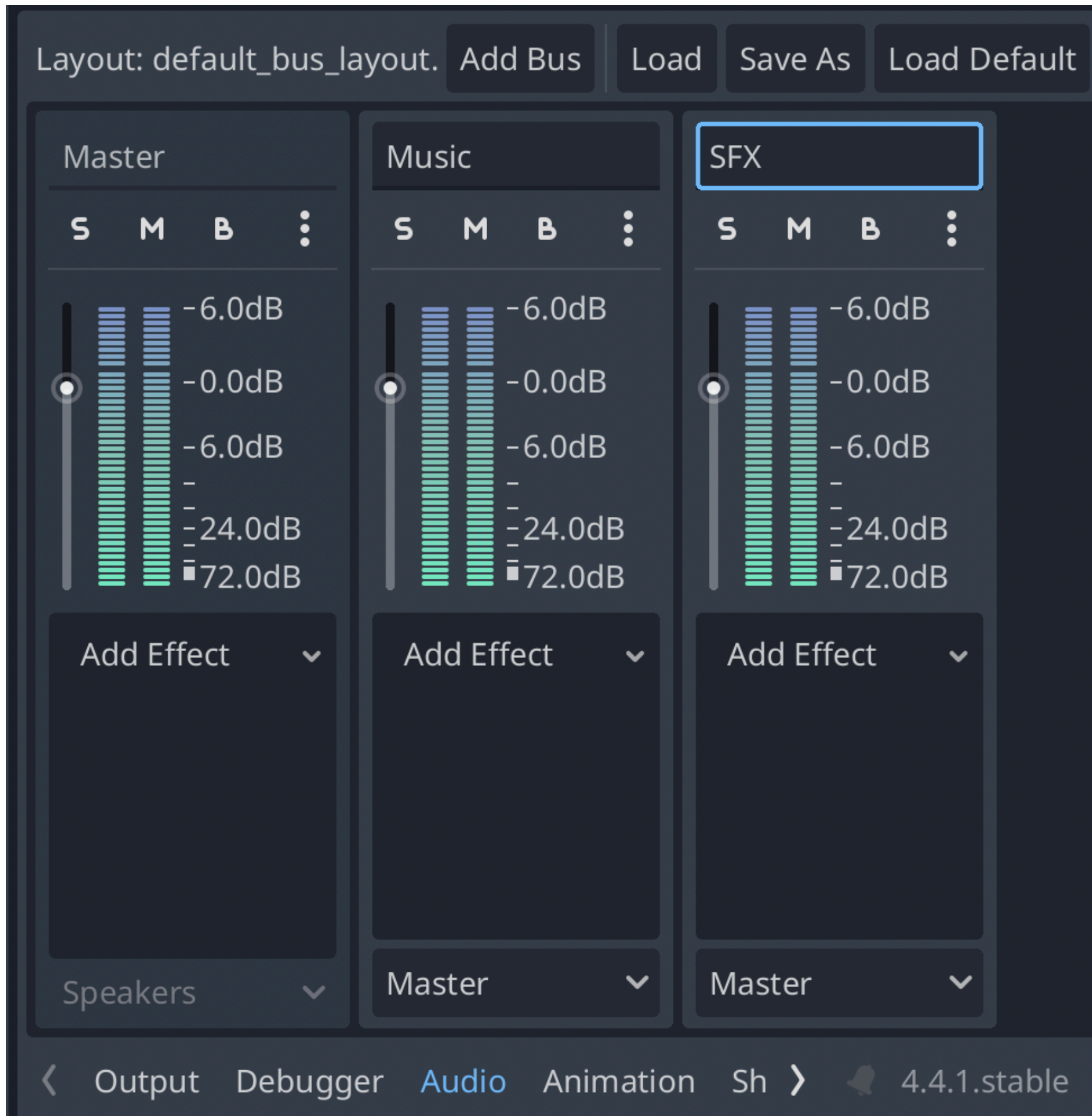


Turn on the AUTOPLAY button



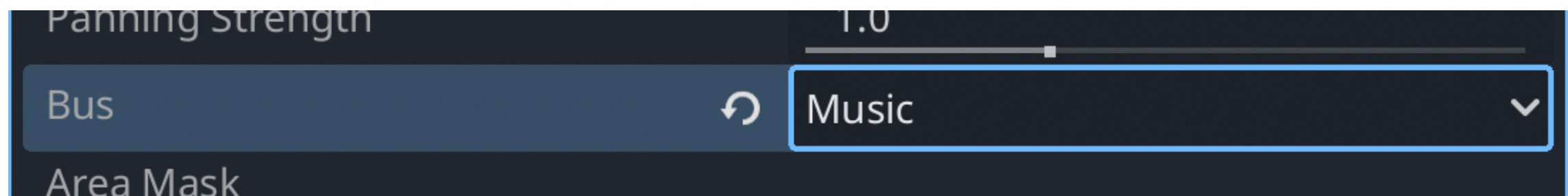
In your files, double click the song file and turn on the LOOP ENABLE button and press the REIMPORT button.



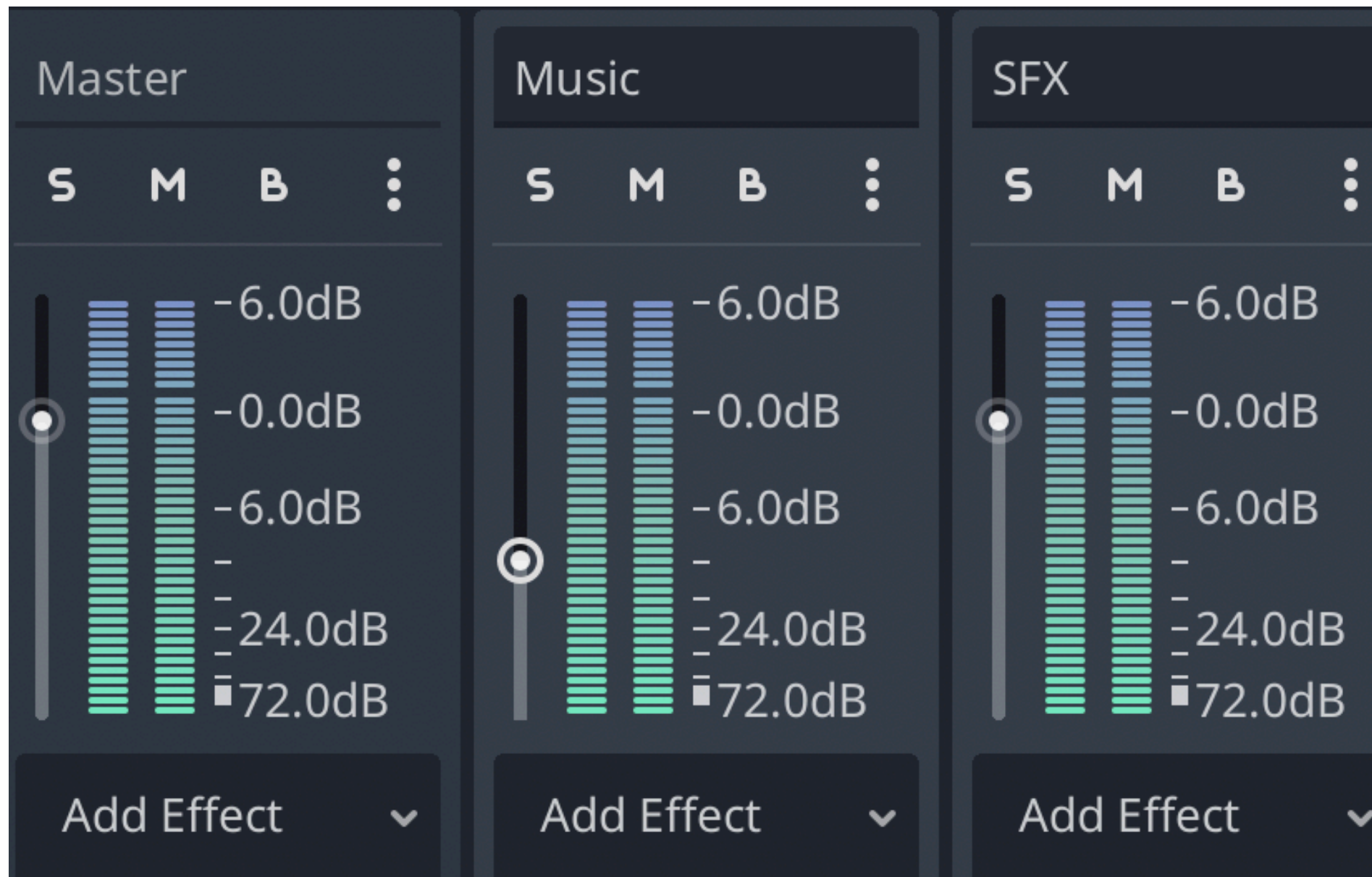


Click on the AUDIO button at the bottom of the screen. Click the ADD BUS button and create a new controller and name it MUSIC, repeat this and create one called SFX.

this will allow us to control MUSIC and SOUND EFFECTS independently.



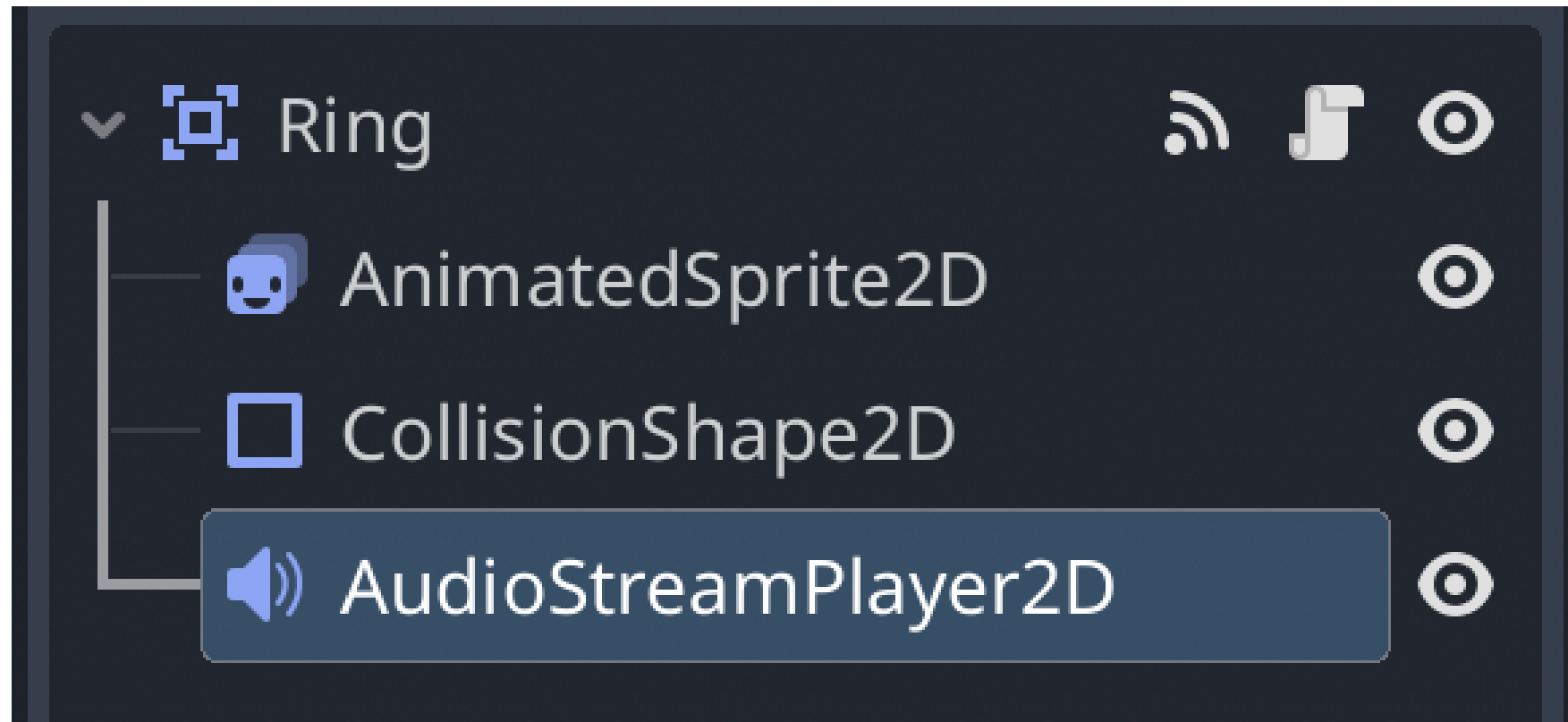
Change the BUS on the Music node to MUSIC, that way you can control it with the MUSIC slider.



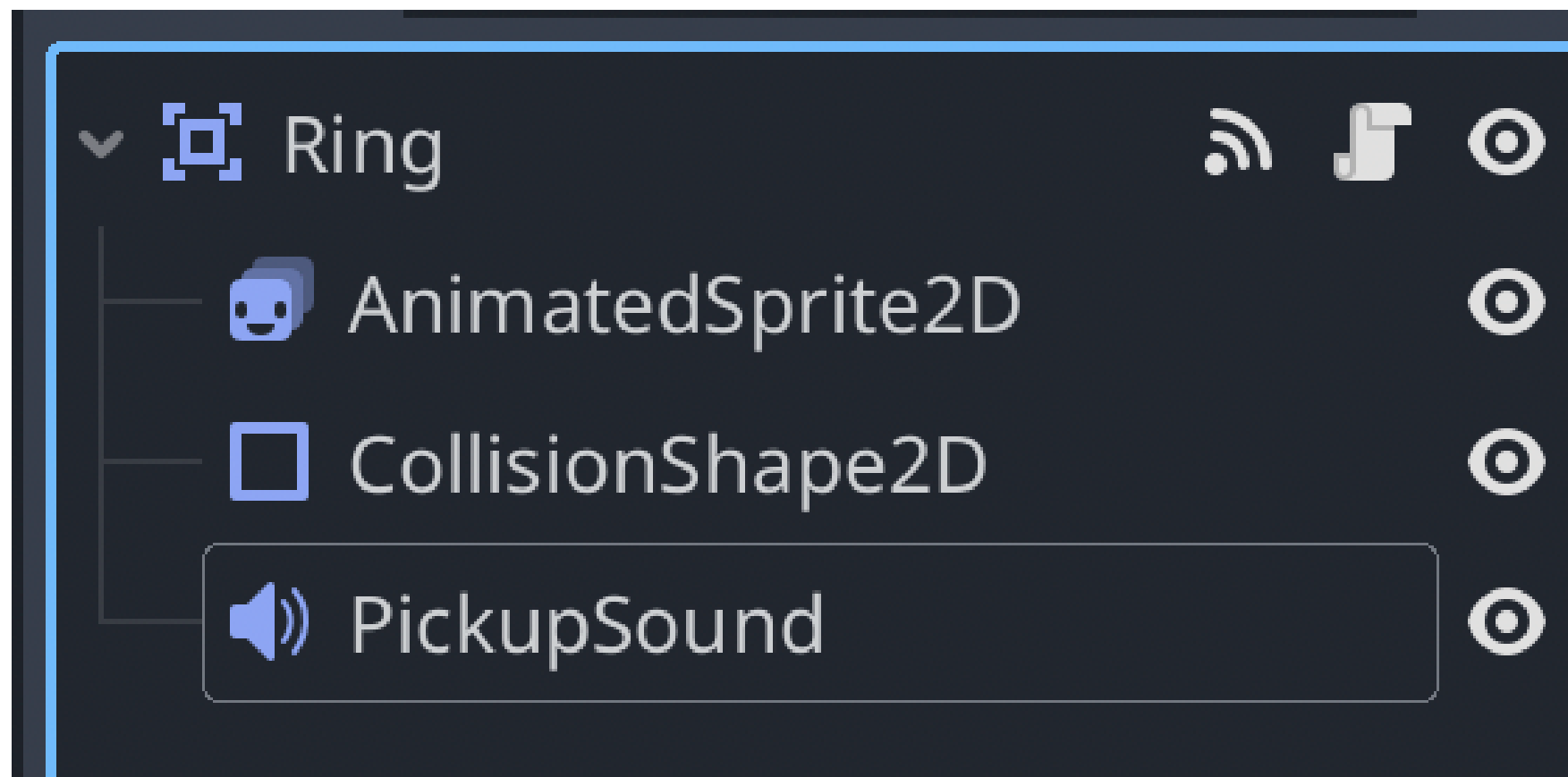
Slide the MUSIC slide to -12.

**Add sound to  
Pickups!**

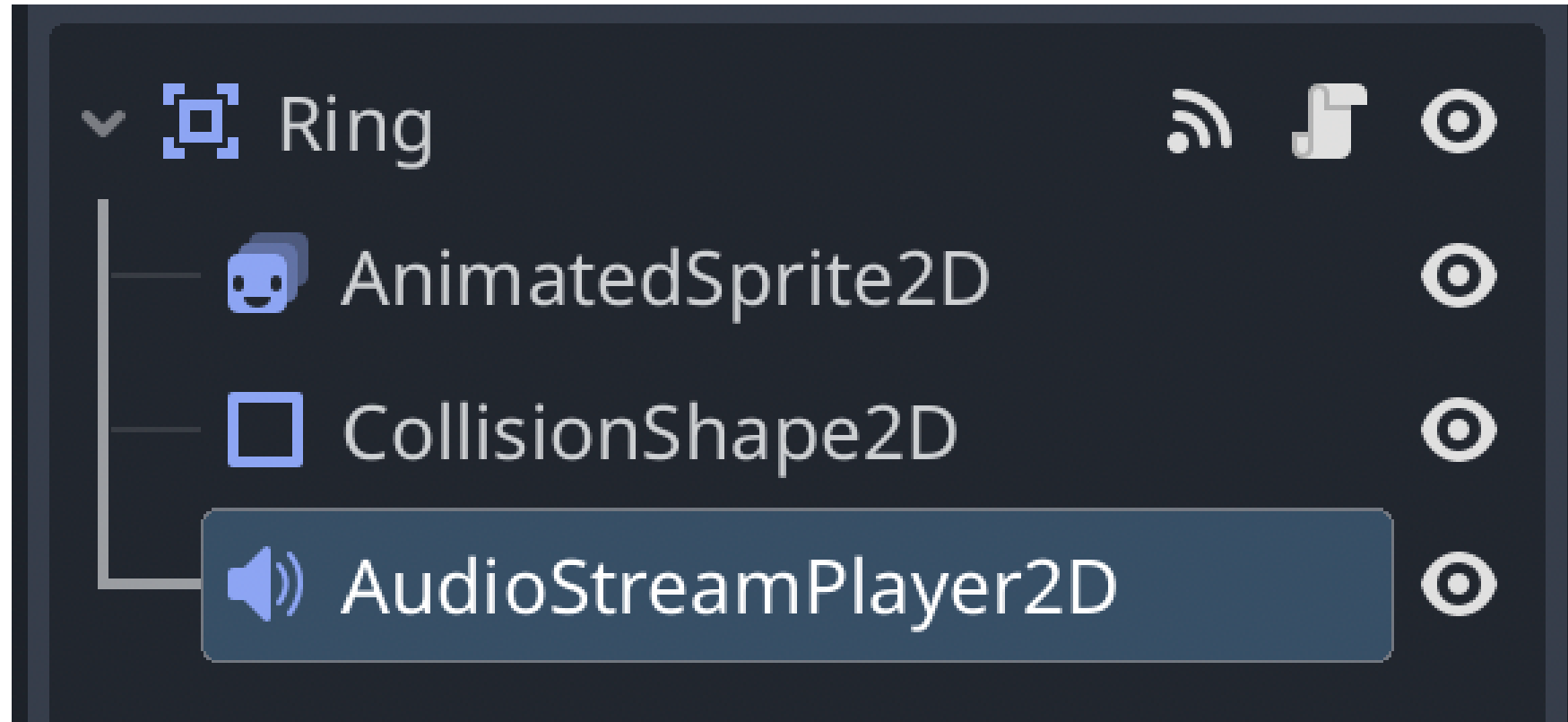




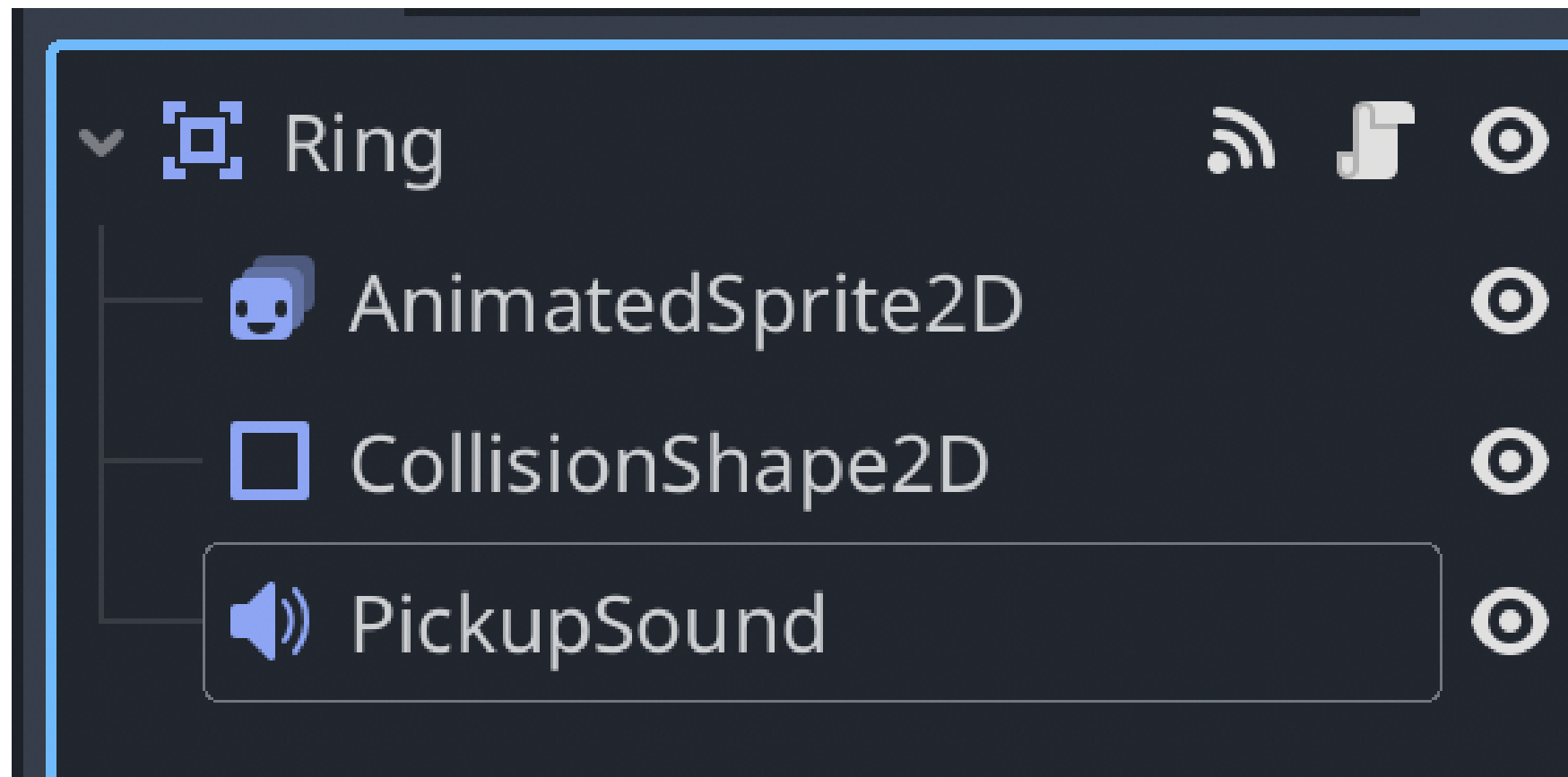
Go to your pickup scene.  
Add a  
AUDIOSTREAMPLAYER2D as  
a child



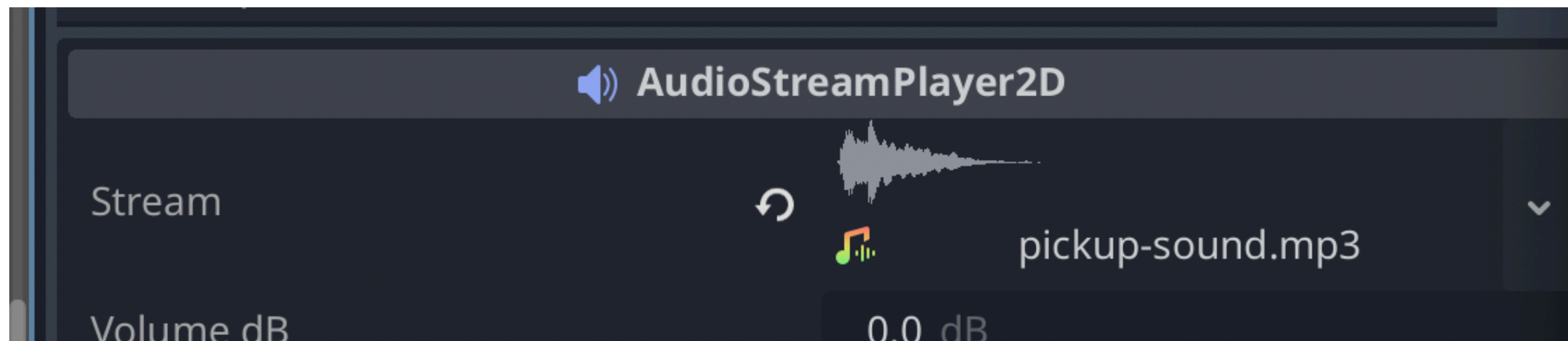
Rename it PickupSound



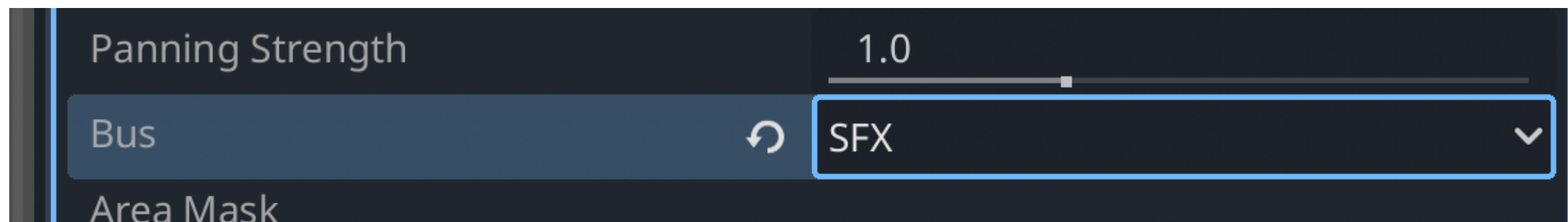
Go to your pickup scene.  
Add a  
AUDIOSTREAMPLAYER2D as  
a child



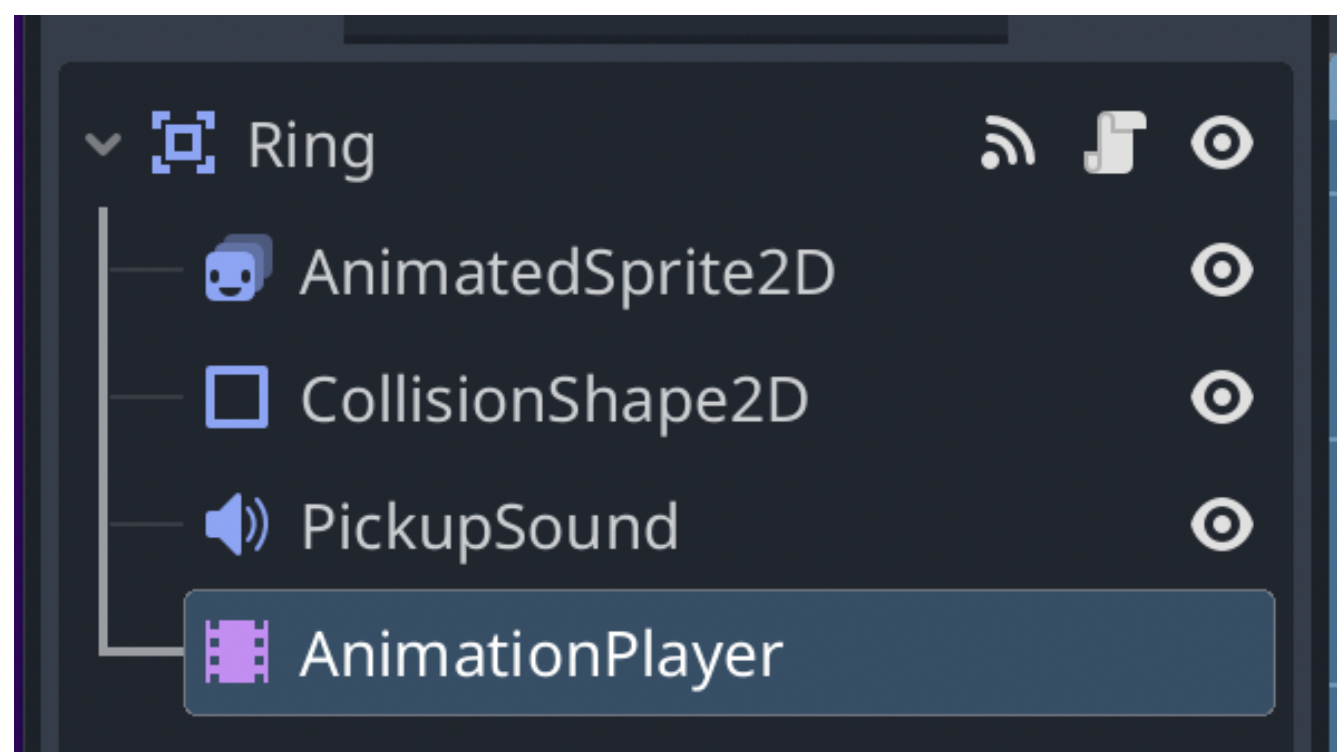
Rename it PickupSound



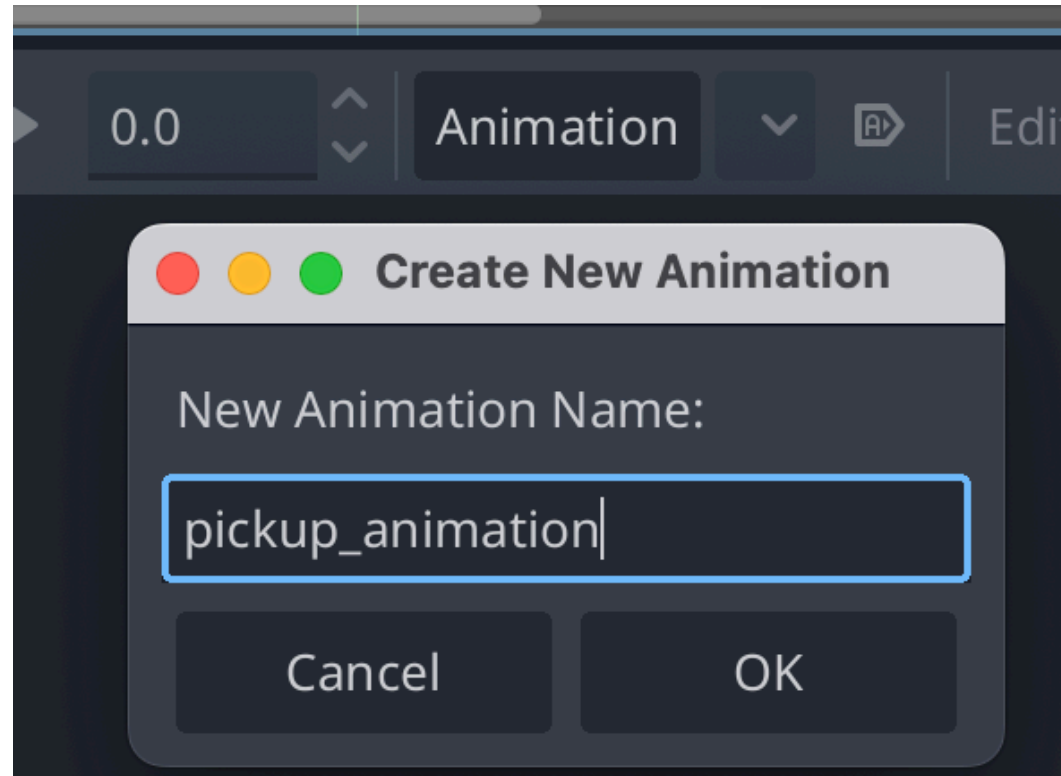
Drop your file into the stream window



Change the BUS to SFX

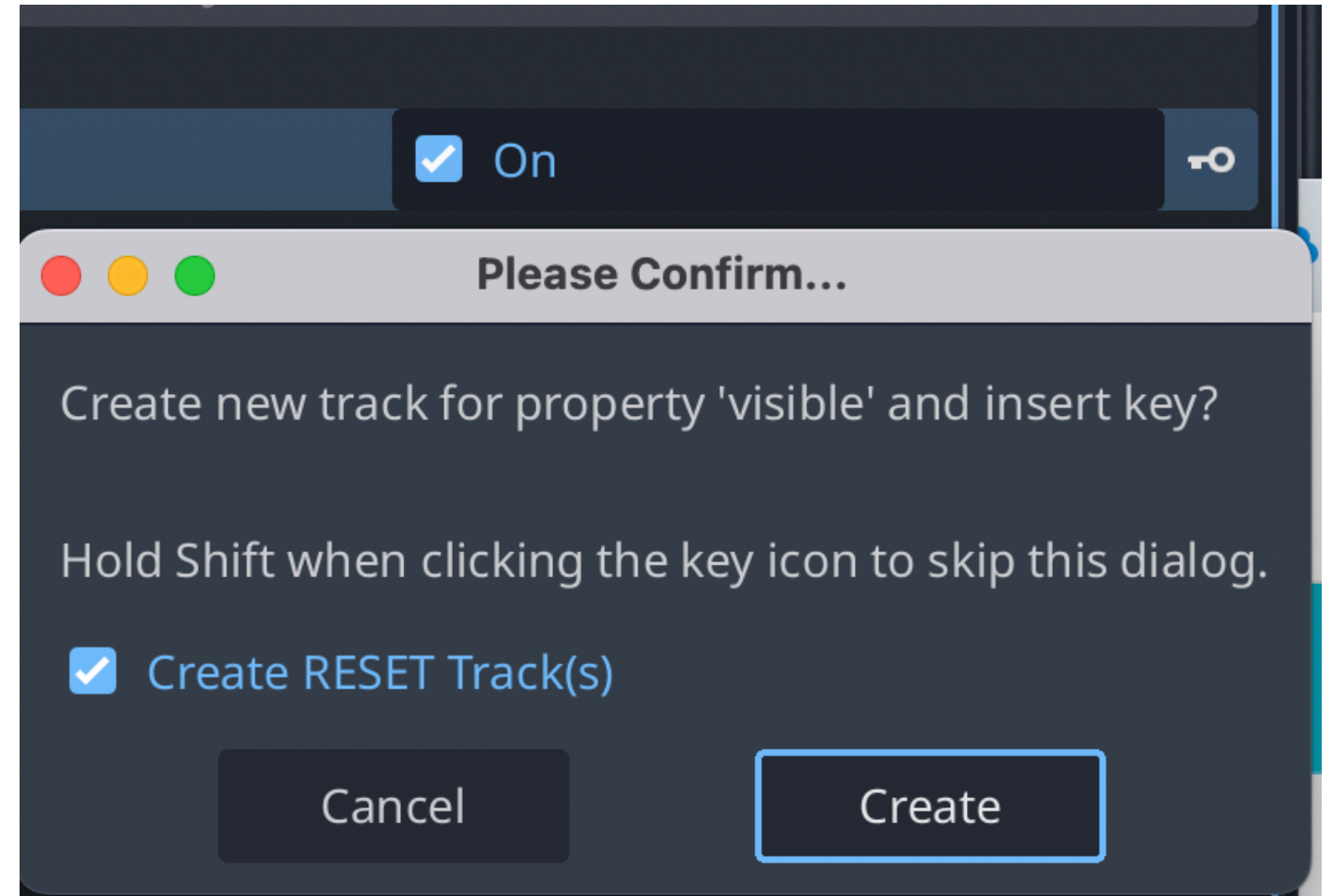
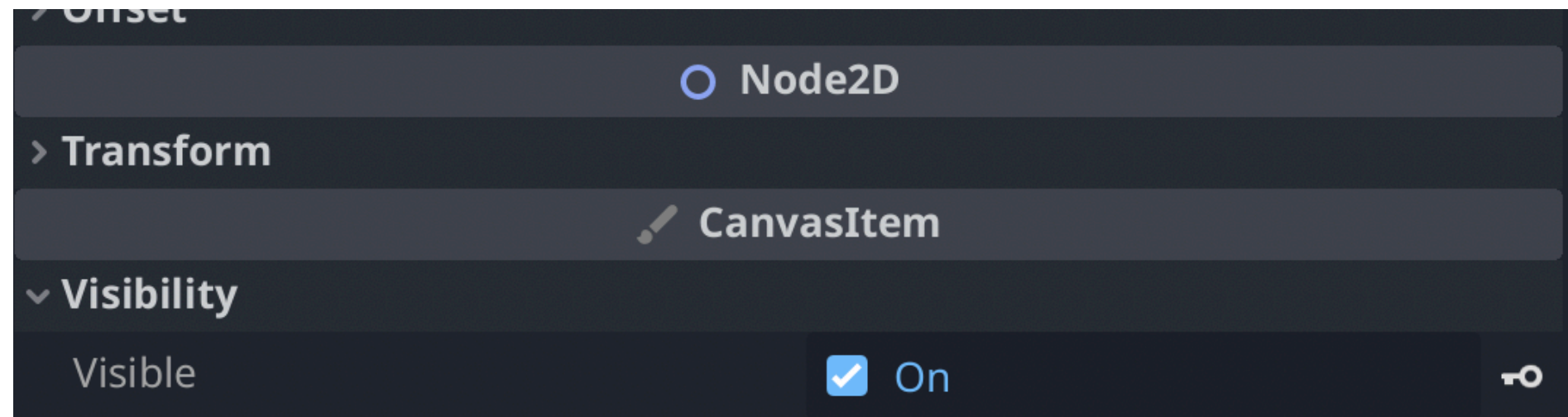
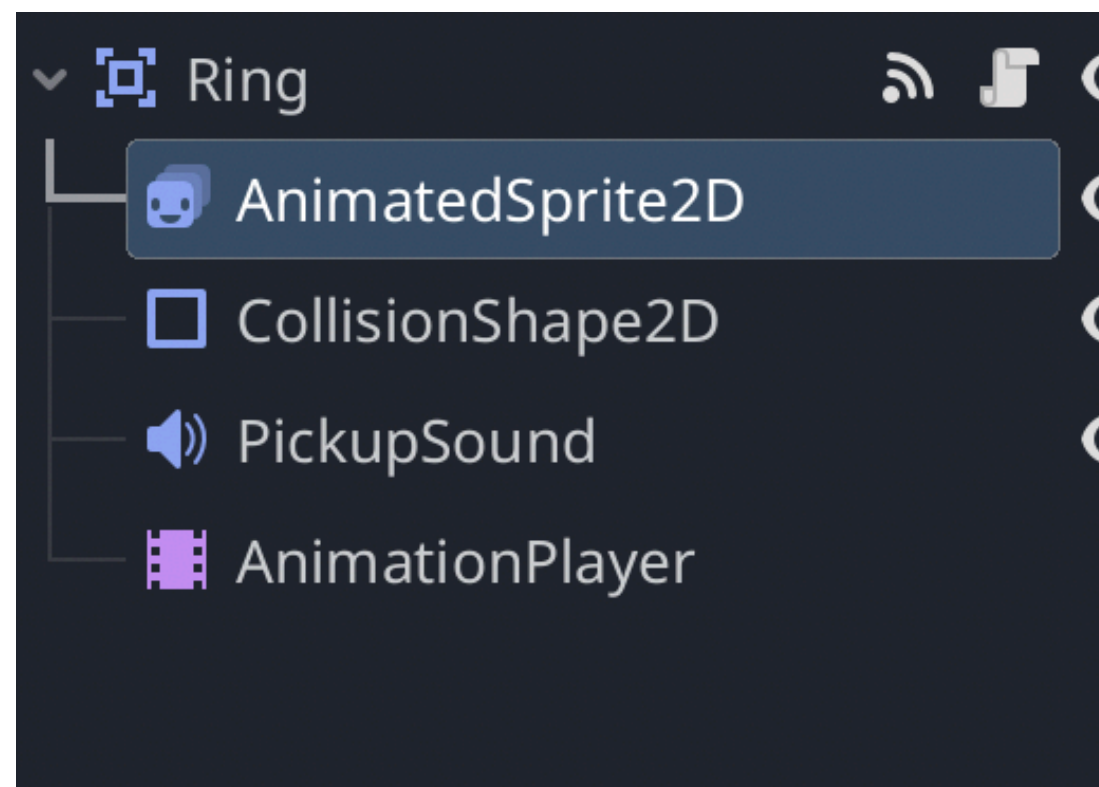


Add an AnimationPlayer  
node child to your Pickup

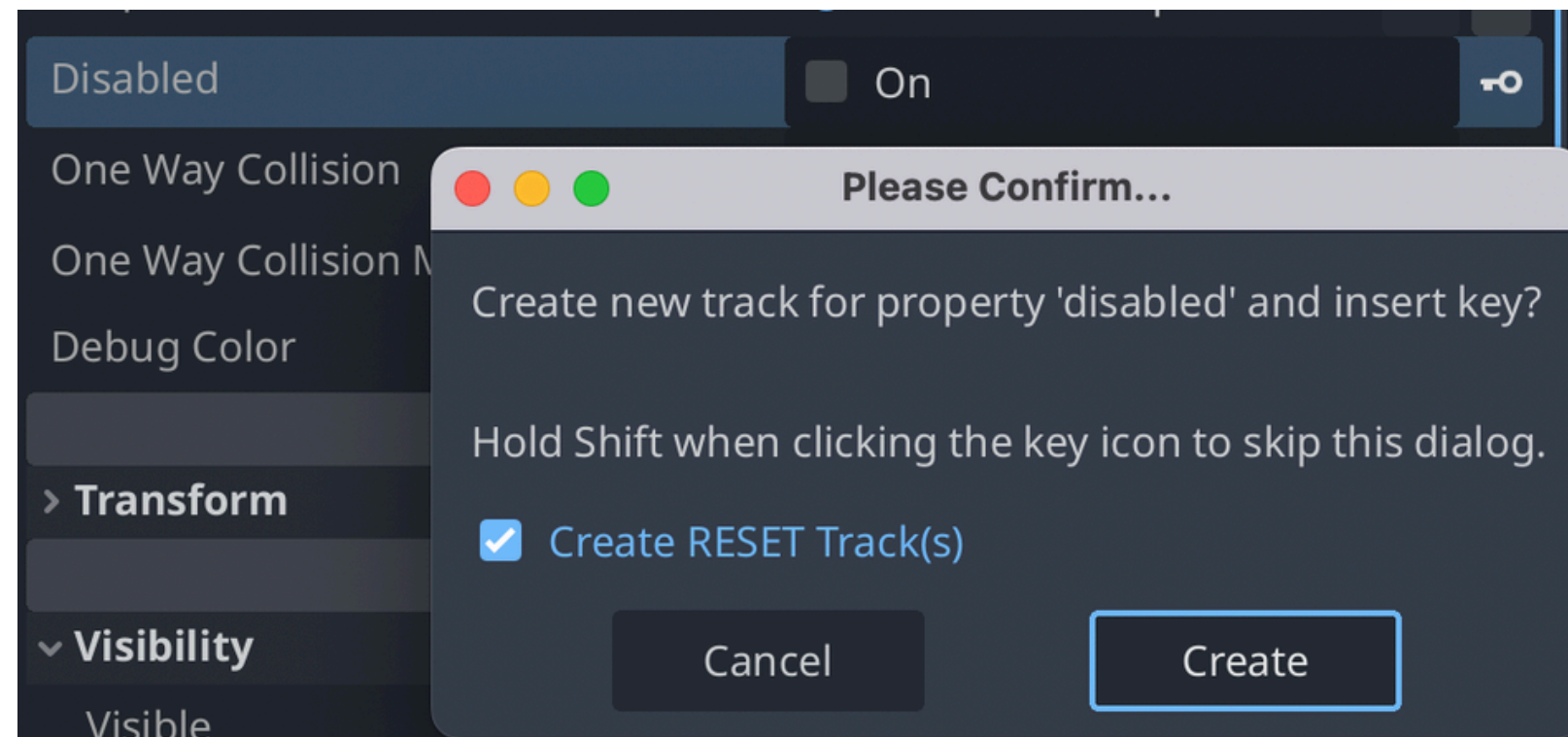
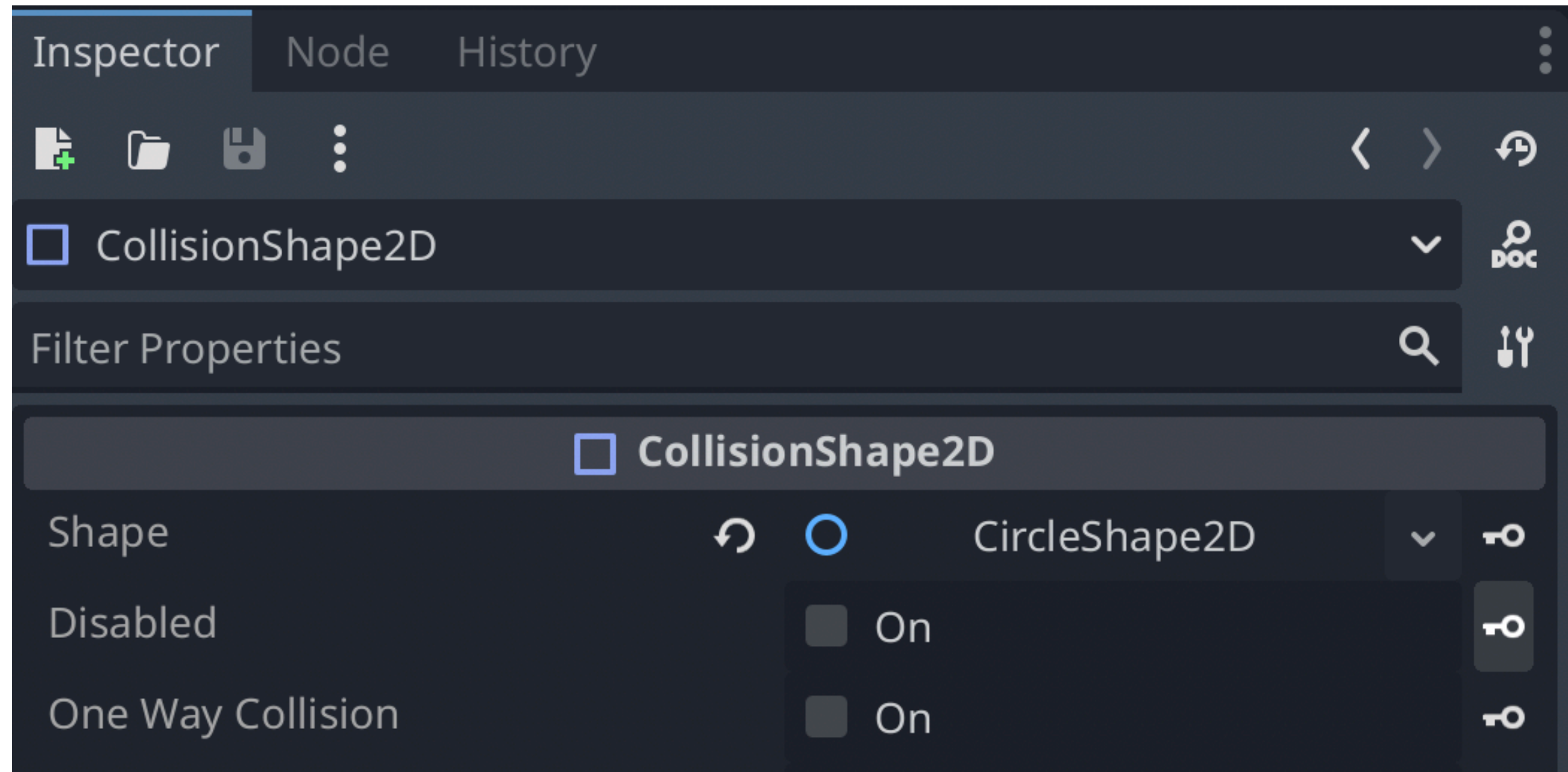
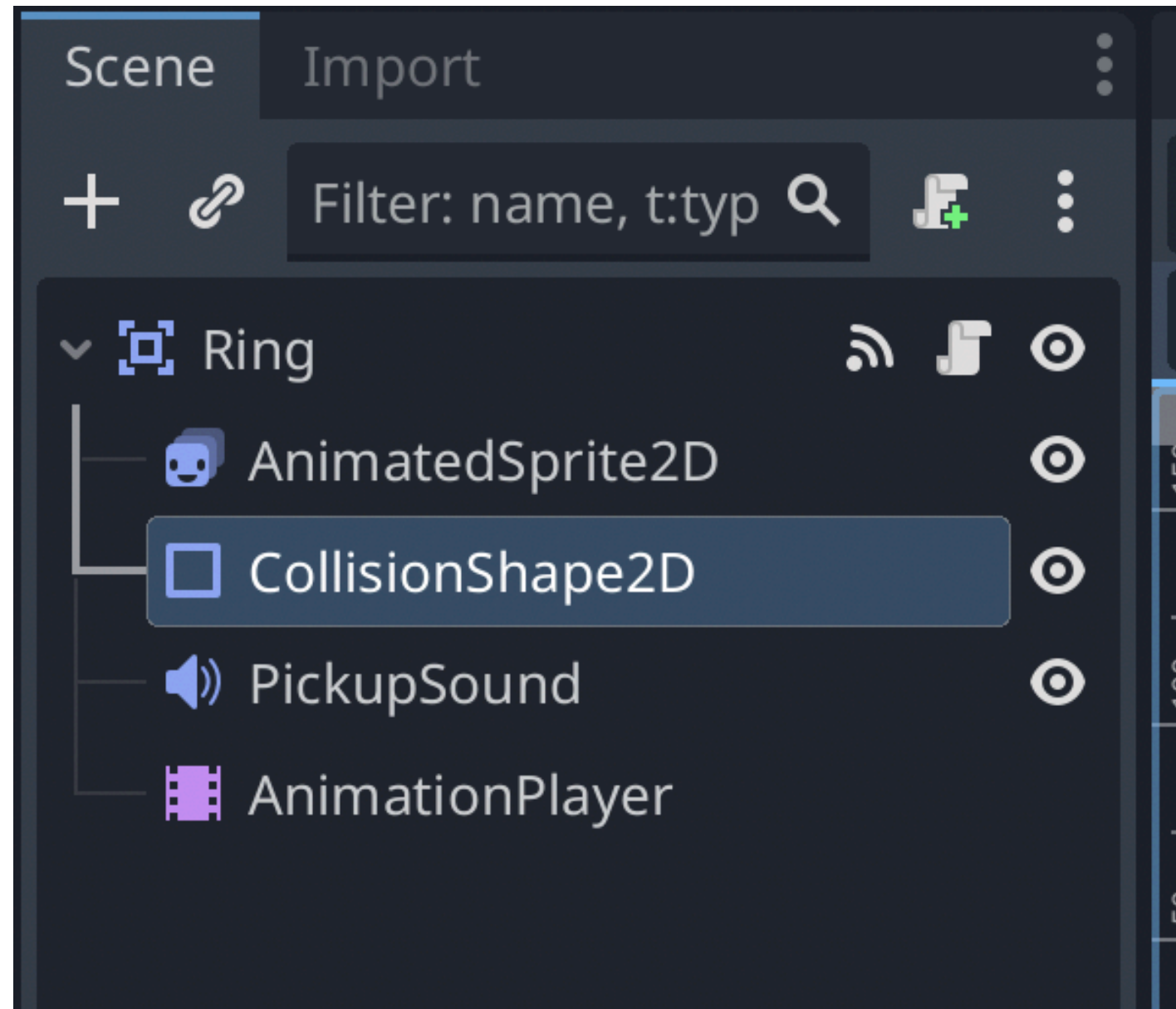


Create a new animation track  
Name it pickup\_animation



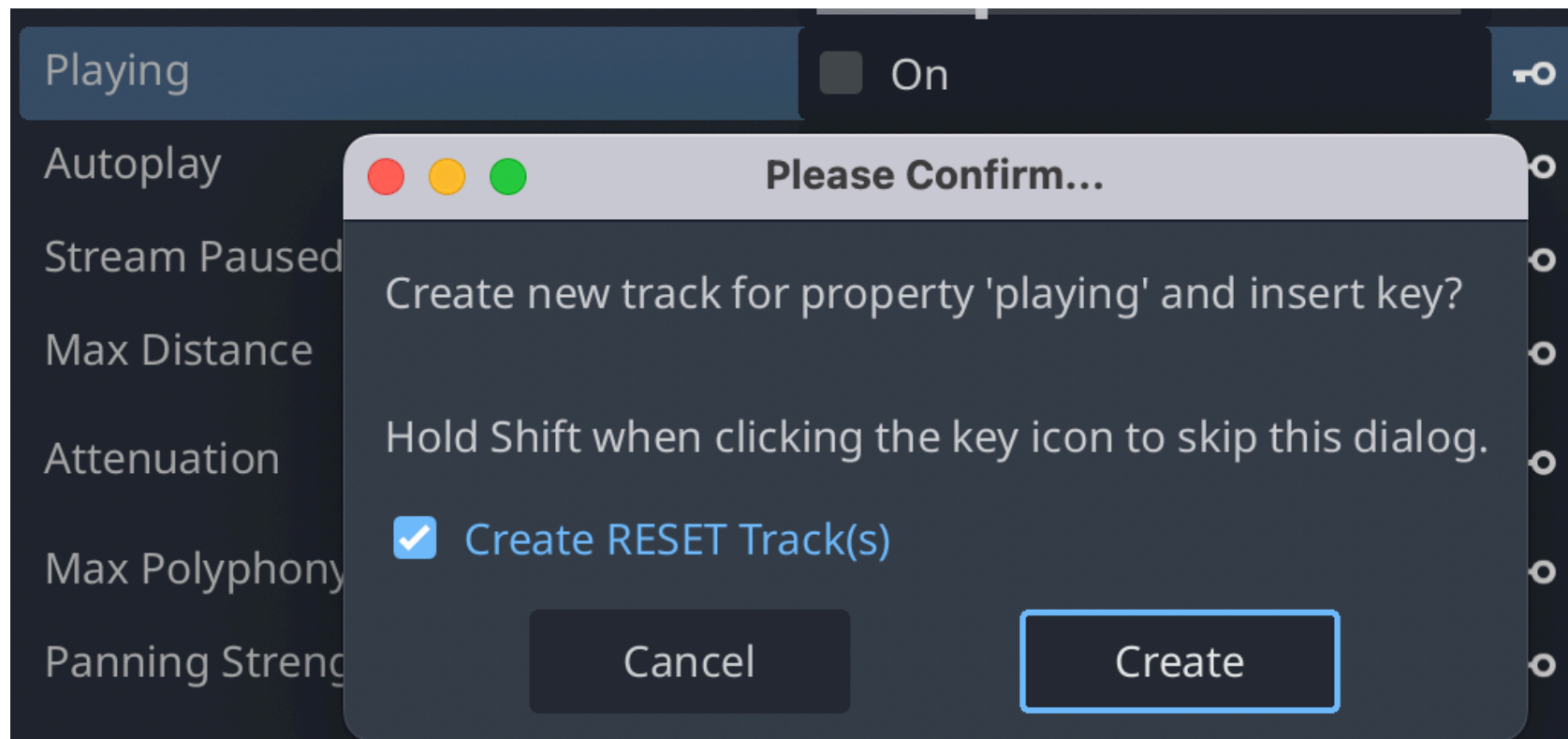
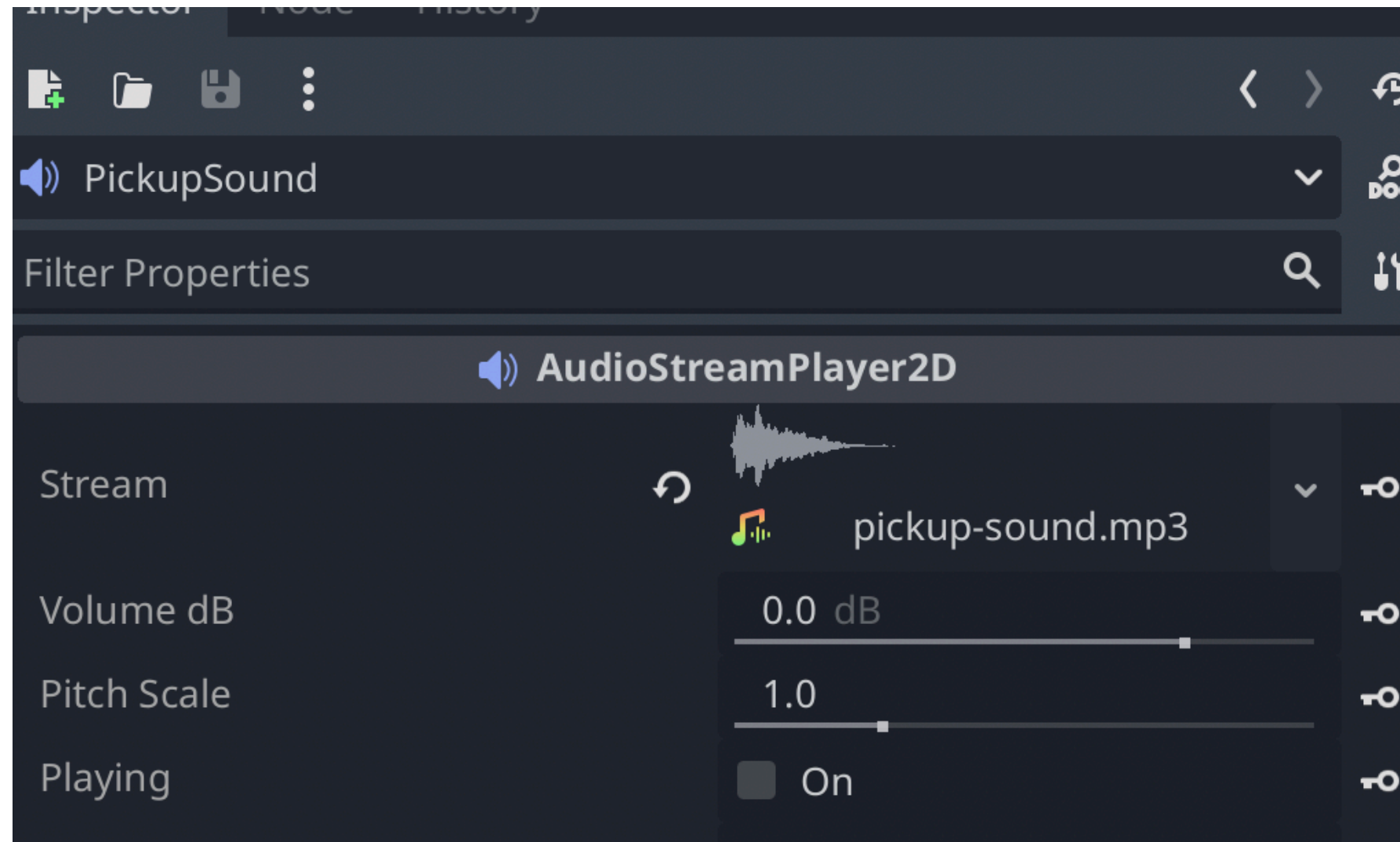
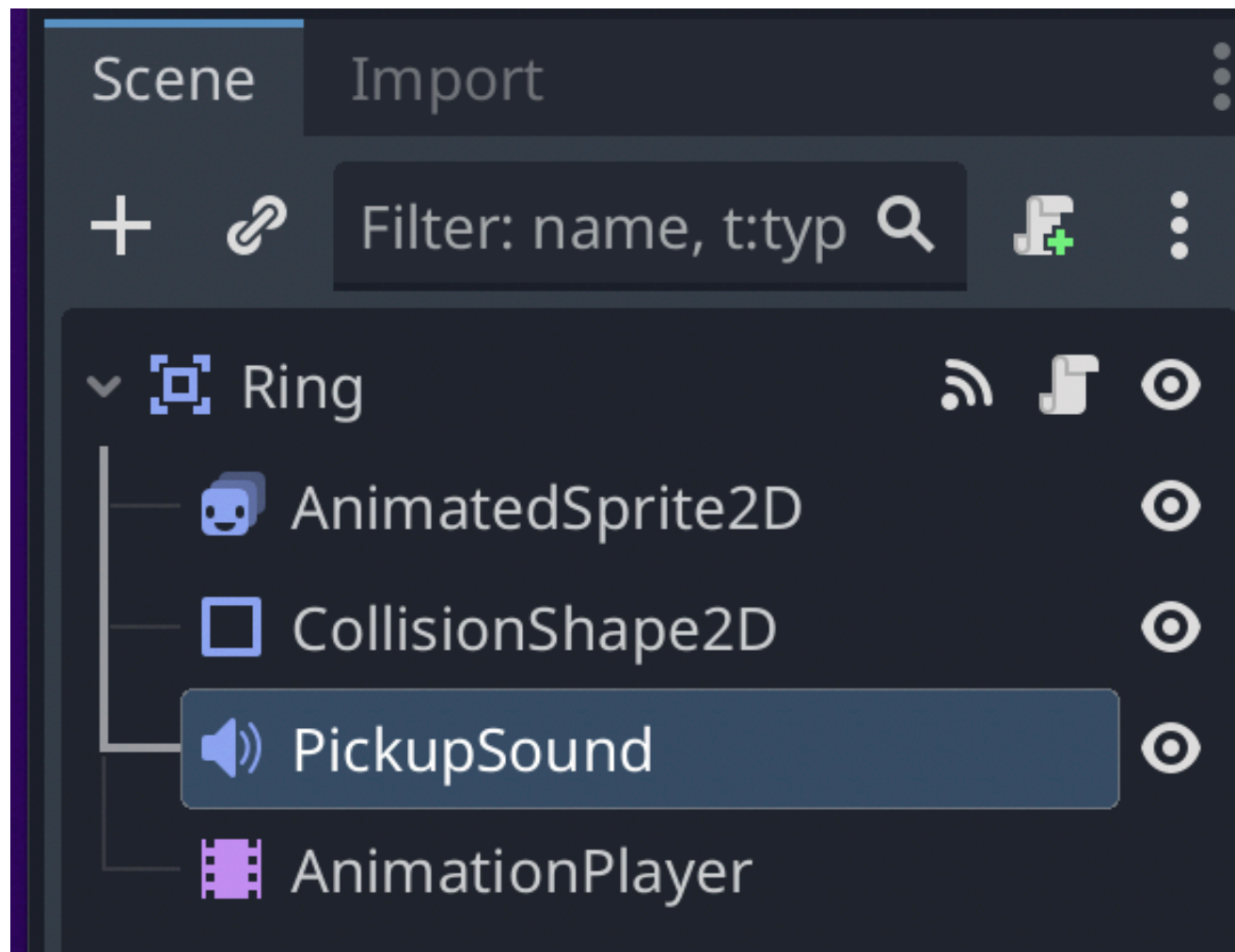


Click on the AnimatedSprite2d Node.  
Click back on ANIMATION to see the animation track.  
Press the KEY on the Visbilty  
Create a new Track

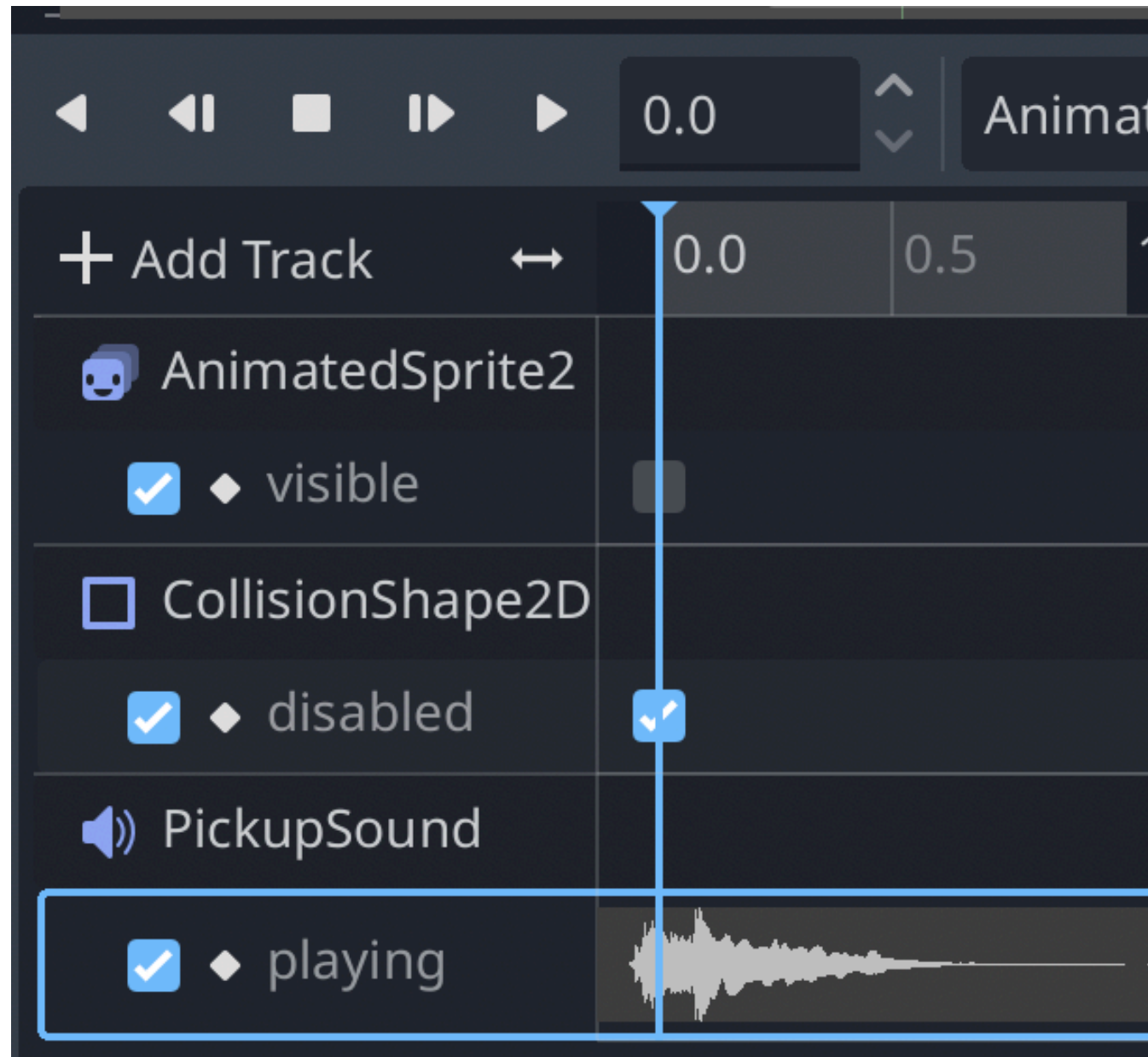


Click on the CollisionShape2D node  
Got to DISABLE and press the KEY  
Create a new track



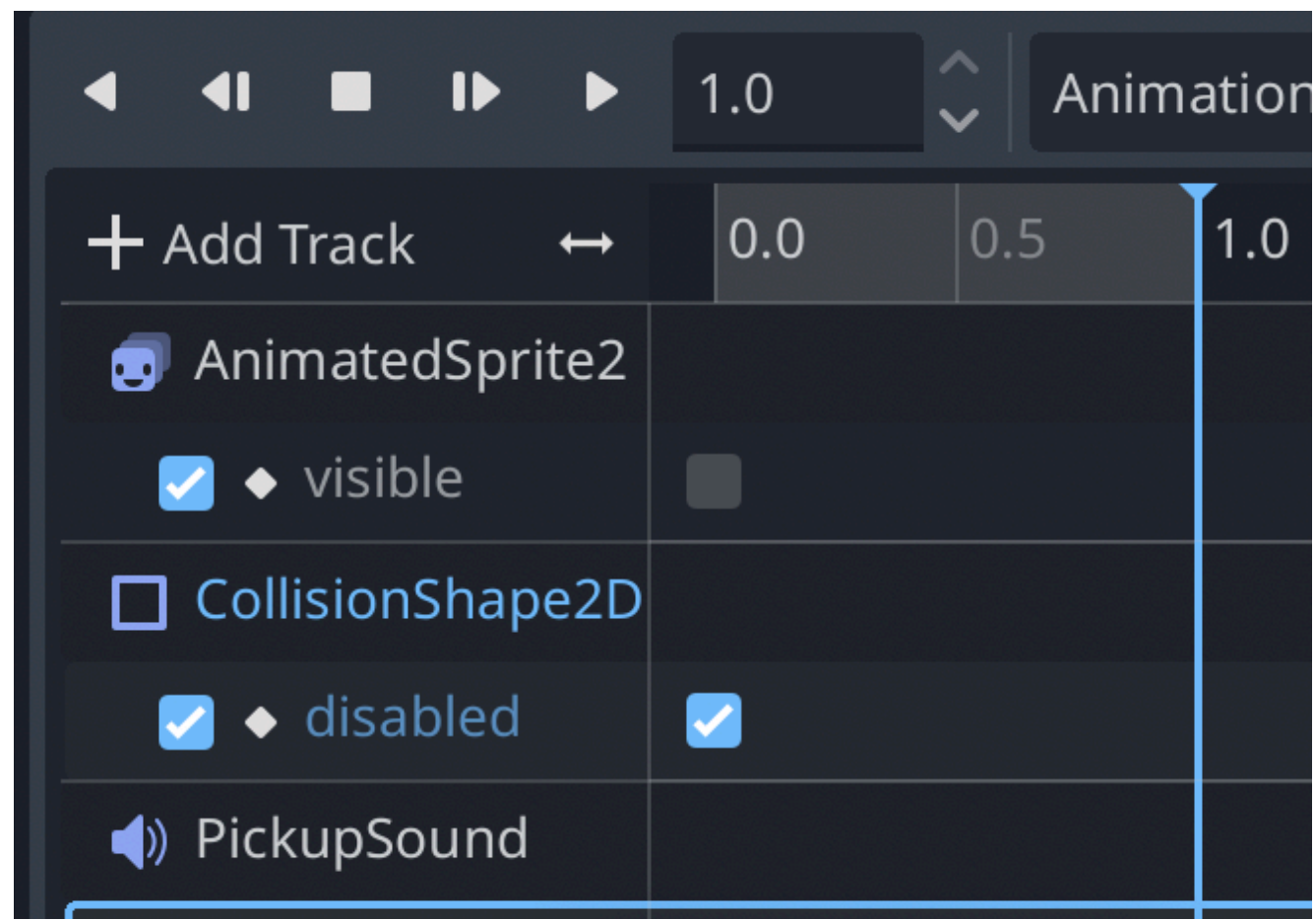


Click on the PickupSound  
Go to Playing and turn it ON  
and press the KEY  
Create a new Track



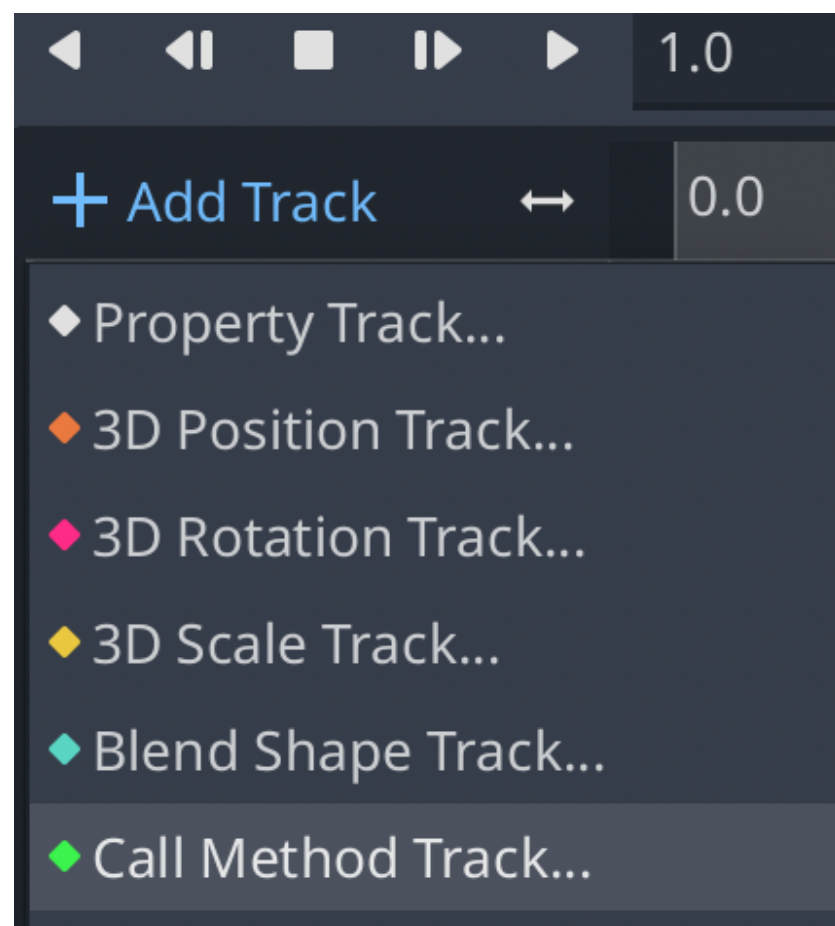
Check your work.  
the Coin should be set to :

NOT visible  
DISABLED Collision  
PLAYING Music



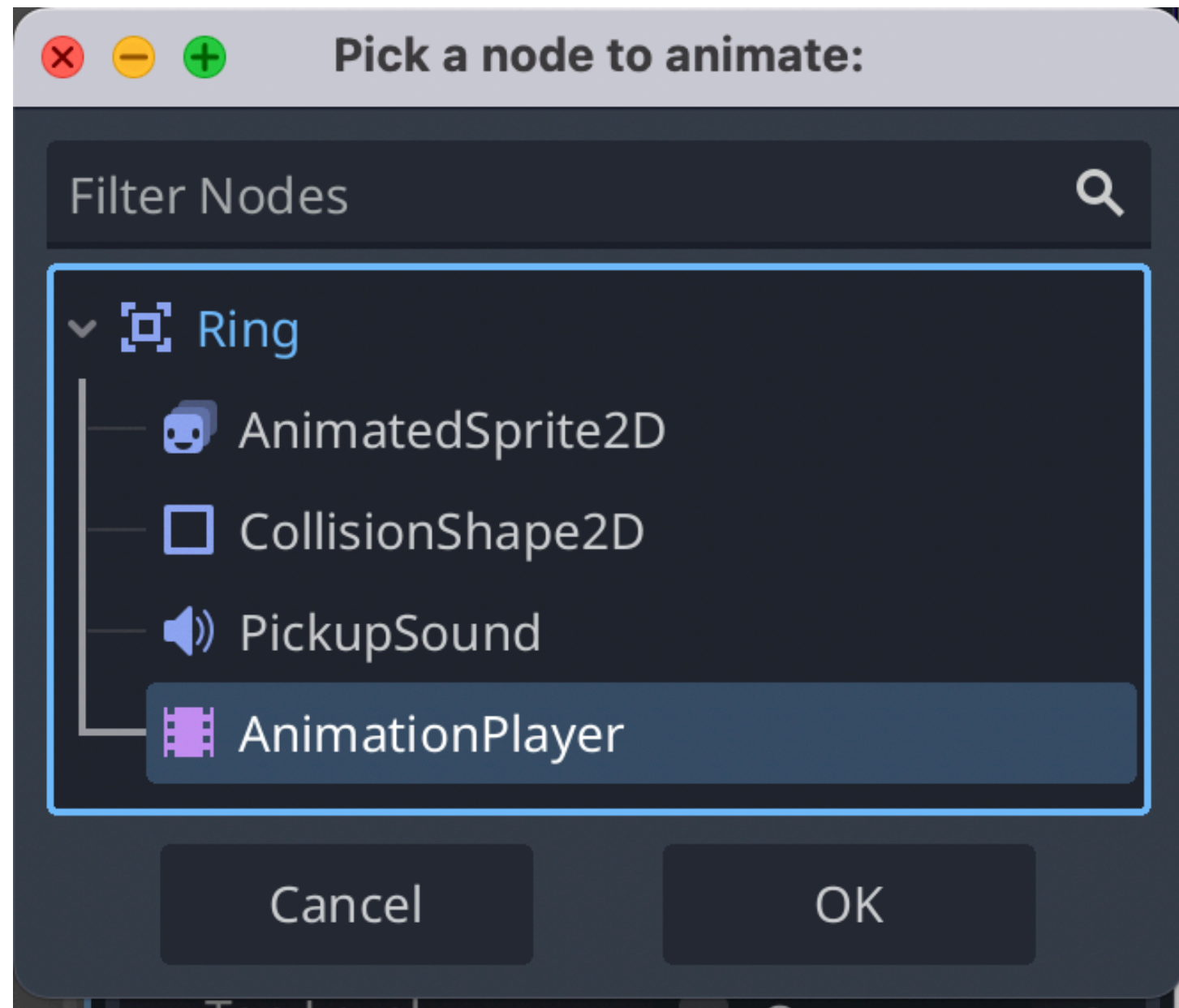
Slide the Playhead to 1

Go to ADD TRACK



Choose Call Method Track

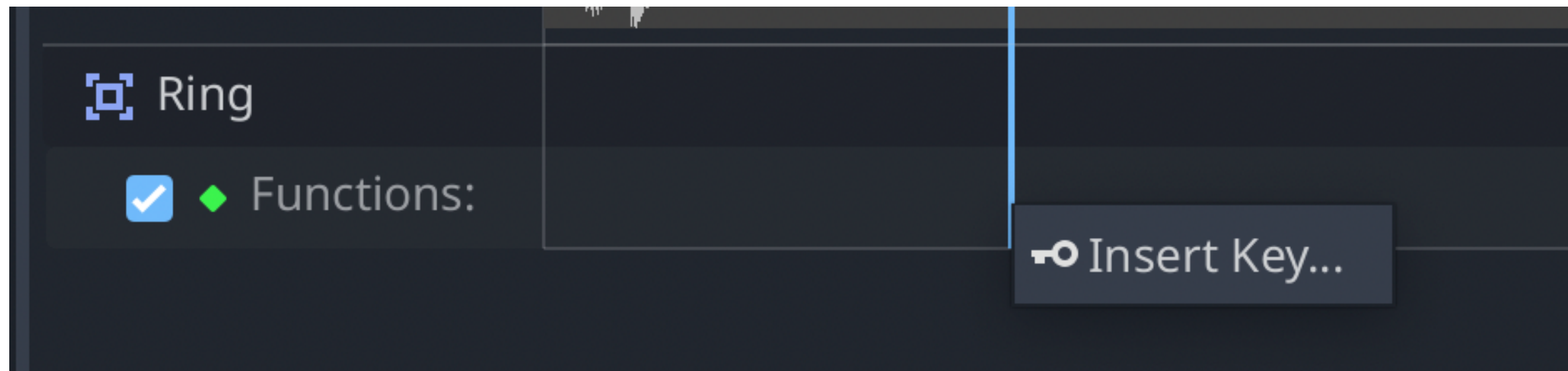




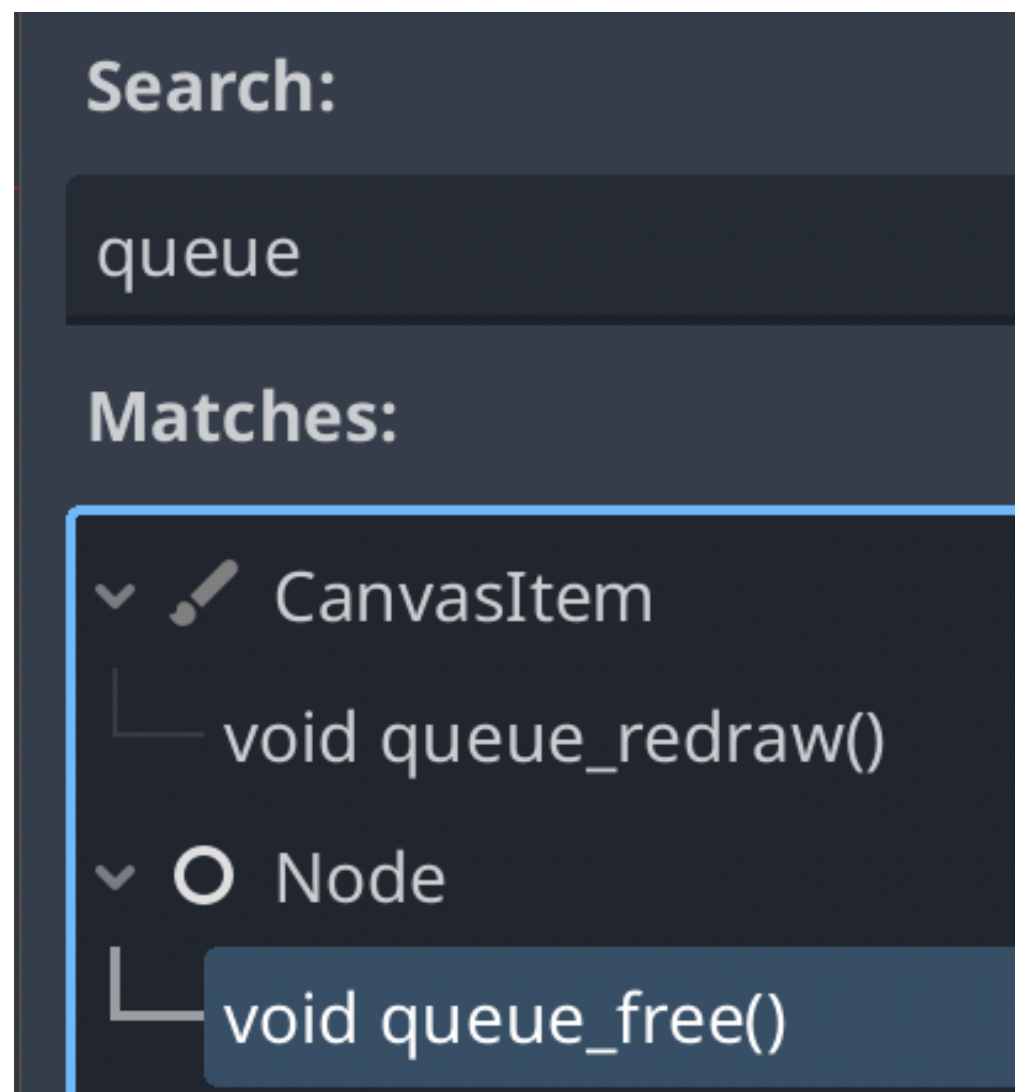
Click on the name of your Pickup node and press OK

You should have a new track with your Pickup Name





Right-click in the new track, on the blue line and choose INSERT KEY



Search for queue  
and choose  
NODE > void queue\_free()

Now we must fix the script!

```
1  extends Area2D
2
3  @onready var game_manager: Node = %GameManager
4  @onready var animation_player: AnimationPlayer = $AnimationPlayer
5
```

Drag the Animation Player into your variables, hold control

```
→ 7  func _on_body_entered(body):
8      >|    #print("ring collected!")
9      >|    game_manager.add_point()
10     >|    animation_player.play("pickup_animation")
11     >|
```

Delete the queue free line and replace with  
animation\_player.play("pickup\_animation")