Week 5, Video 2:
🎵 Sounds 🎵

A Truly Unreal Curriculum

Overview

Lecture: **Week05_Video02_Sounds**

The objective of this lecture is to explore how sound and music can be implemented in Unreal Engine to create a more entertaining game.

Outcome

Students will learn how to add and play sound whenever the Pong ball is deflected. They will also learn how to apply background music to their game.

Nodes Used in Lecture

Node	Description
Play Sound at Location	Plays a sound at the given location

Importing Sound

- Download a suitable [sound](#) clip to play whenever your pong ball hits a paddle
- In the Content Browser, right-click to select a new folder and rename it to *"Sound"*
- Open the folder, right-click and press Import to /Game/Sounds.. under Import Asset
- Search for and select your sound clip and open

Scripting Sound

- Open up the Event Graph in your Blueprint Editor and go to the graph which deals with the deflection of the ball from Paddle 1 and Paddle 2
- Add a node called *"Play Sound at Location"*
- In the node, choose your imported sound under Select Asset
- Connect the main output of the Set Physics Linear Velocity node (New Vel Y 750.0) to the main input of the Play Sound at Location node and do the same with the other Set Physics Linear Velocity node (New Vel Y -750.0)
- Press Compile to save
- Repeat the same process with the Bottom and Upper Wall deflection using the same nodes (Set Physics Linear Velocity node and Play Sound at Location node)