BYOB Sound Challenge

Student Name		Date	
	Sound		

7TH BYOB CHALLENGE

Part 1

Create Sound

Click on the Sound tab above the palette area. Click on Sounds tab above the script panel area. Click on import to import a new sound from the BYOB database.

Note: The sound recorder function may not work at present time.

Part 2

Test all the Sound Blocks

Drag each Sound Block from the Sound Palette area to the Script Panel and click on it to see what it does to your Sprite.

```
play sound vuntil done
stop all sounds

play drum 48 v for 0.2 beats

rest for 0.2 beats

play note 60 v for 0.5 beats

set instrument to 1 v
```

```
change volume by -10
set volume to 100 %

volume

change tempo by 20
set tempo to 60 bpm

tempo
```

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Part 3

Programming Time (AKA Winning!)

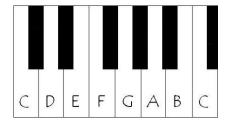
Complete one of each difficulty level. When you complete a program, fill in the corresponding happy face with the colour of your choosing.

Novice Level

- © Create a pet that makes a noise when you press "t"
- © Play mood music for your background

 Advanced Level
- © Create a solo concert (sprite needs to sing and play instrument with balanced audio levels)
- © Create a band (at least three sprites playing instruments together with balanced audio levels)

 Expert Level
- © Record a conversation between yourself and a classmate and have two animated sprites mouth that conversation
- © Create a working volume control (including a mute button)
- © Create an octave on the keyboard so that you can play "Mary Had a Little Lamb" like your keyboard was a piano. Notes: EDCDEEE DDD EGG EDCDEEE DDD EDC



Part 4

Save Your Programs

Make sure to save your programs! Record the names of your programs below.
