



Adding Audio



Below is a guide on how to add audio and speech to the outside scene of the haunted castle. Open your haunted castle project in Scratch and save the file as a new version to continue developing your code. You should make sure you already have an outside scene to start the animated story.

Recording Sounds

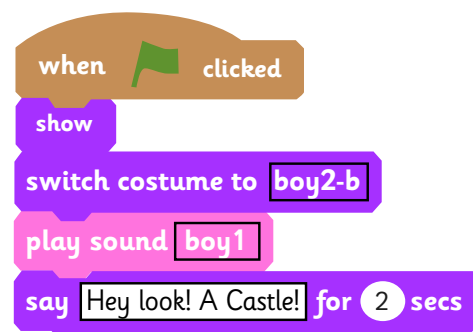
- Select the boy sprite, then click on the 'Sounds' tab. Click on the microphone icon for 'Record new sound'.
- When you are ready, click the record button, speak into the microphone and say the words "Hey look! A castle!", then click the stop button. You can play back your sound and re-record as often as you need to.
- Give your sound recording the filename 'boy1' so you know how to refer to it in your code.
- Click on the girl sprite and follow the same instructions to say the words "Let's go inside" and call the file recording 'girl1'.



Inserting Sounds

Script for the Boy: Make sure the following blocks are used:

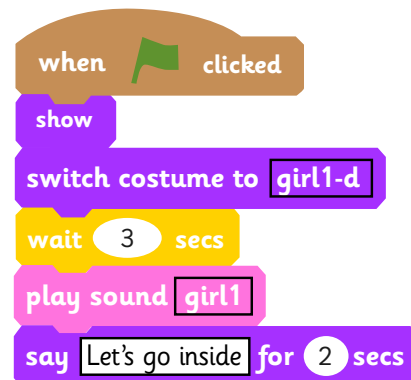
- Show the sprite so that he is made visible. —————→
- Switch costume to make him look like he is about to speak. —————→
- Play the sound you just recorded. —————→
- Show speech bubble saying the same words. —————→



Script for the Girl: Make sure the following blocks are used:

Remember to click on the girl sprite first before adding her code.

- Show the sprite so that she is made visible. —————→
- Switch costume to make her look like she is about to speak. —————→
- Wait for 3 seconds while the boy is speaking. —————→
- Play the sound you just recorded. —————→
- Show speech bubble saying the same words. —————→

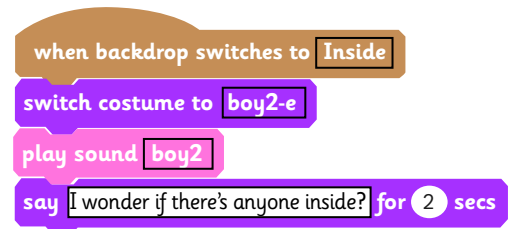


Now try doing the same for some of the speaking parts inside the castle. Follow the same instructions but change the words that are being spoken. This time, start with the block 'When backdrop switches to inside' to start the script.

Adding Audio

Open your haunted castle project in Scratch and save the file as a new version to continue developing your code.

- First, make sure you have added all the speech bubbles you wish to use for your characters, by inserting the 'say' block in the correct places. Test and debug your code to check that the characters appear to speak at the right time.
- Next, you can record your own voice speaking the parts of the characters to add an audio effect. Select the sprite you are adding a voice to, then click on the 'Sounds' tab. Click on the microphone icon for 'Record new sound'.
- When you are ready, click the record button, speak into the microphone, then the stop button. You can play back your sound and re-record as often as you need to.
- Give your sound recording a useful filename so you know how to refer to it in your code.
- After recording sounds, insert them into your code by using the 'play sound' block and selecting the appropriate sound. Play the sound at the same time as saying the speech for the perfect effect! Note: the sound that you record is associated with a specific sprite. If you select the boy before recording a new sound, that sound will only be available for the boy sprite.



Useful Tips:

- Use the 'play sound' block before the 'say' block, otherwise the character might not start speaking until after the speech bubble has disappeared.
- You can say each speech bubble for a number of seconds. Try to time how long the speech bubble appears to match the length of your sound recording.
- You could use the 'switch costume' block to change the appearance or expression of the character as they speak.
- Use a 'wait' block to delay parts of the conversation and ensure that speaking parts do not overlap with each other.
- You could use a 'switch backdrop' block to trigger a change of scene after a character has spoken, or you could use a 'broadcast' message to bring back the arrow sprite.