**WORLD OF TOWER**

**REPORT**

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Problem:

* Sound Driver
* Game graphic
* Game States

1. **Overview:**
   1. What WOT need?
   2. What’s my task?
2. **My tasks:**
   1. Sound Driver:
      1. Why need?:

Our game must have sound for Background music, SFX effects,…

* + 1. What lib we will use?:

After researched, I found that: we should use OpenAL - an open source library for playing sound.

And use Vorbis for decoding

* 1. Game Graphic:
  2. Game States