



COMP 7051 – Introduction to Games Development
Instructor: Borna Nouredin
Assignment 4

Total marks: 100

Please work in pairs.

1. Modify your Pong or Breakout game as follows:
 - a. [5 marks] Play a sound effect whenever the ball bounces. **DUE BY END OF LAB 18 NOVEMBER 2015**
 - b. [5 marks] Play background music whenever the ball is in play. The music should not be playing if the game is over or paused, but should resume whenever the game is resumed. **DUE BY END OF LAB 18 NOVEMBER 2015**
2. Modify your maze game from assignment 3 as follows:
 - a. [10 marks] Play a sound effect whenever the user moves. The sound effect should mimic “walking” or footsteps.
 - b. [5 marks] Play a sound effect whenever the user collides with a wall.
 - c. [5 marks] Allow the user to start/stop some background music.
 - d. [10 marks] Now include a second piece of music in your game. One song should be playing during night mode and the other during day mode.
 - e. [10 marks] If the fog is turned on, change the volume of the music to half the volume it would be otherwise.
 - f. [15 marks] Add an “enemy” object to the game. The enemy should be a model (e.g., the skinned animation model we covered in class) that moves independent of the user throughout the maze.
 - g. [5 marks] Modulate the music’s volume as the enemy object moves closer (louder music) or farther away.
3. [30 marks] Create a 2-player networked Pong game that works on both Windows and Xbox. Keep the design simple. The point is to show you can use the standard XNA network classes.

OR

Add the ability to save high scores (at least 10) to the Pong or Breakout game you created earlier. The high score feature should work on both Windows and Xbox. Also add a menu screen that the user can bring up at any time to view the high scores.

Submit your entire project, including documentation (at least a README file with any notes and a description of the user controls for each part) to share/in. **You are to work in pairs, and both will receive the same mark.** Your submission should be in a single ZIP file using the naming convention A00ABC_A00XYZ_Asst4.zip, where ABC and XYZ are your student numbers.