Ludicrous Engine
Proof of Concept Document

Concept:

The idea for our application is for the user to press a key, have the background color change according to the key and display the key pressed on the screen. Our hope is to show that the game engine is receiving input from the user and outputting an event based on the users input.

User Interaction:

The user would select any of the standard 256 keys from the keyboard. They selected key would then be displayed on the screen and the background color would match the pressed key. For example, if the user selects the “E” key, the screen would change to dark blue, if the user pressed “Q” key after, the screen would change to green. If the user selects “Q” or “E” again later on, the screen should return to the previously displayed colors when the respective keys were pressed.

Main Goal:

The main goal of the application is to test the functionality of the key input system since the main mechanic of our planned game is going to be keyboard input to move, jump, and shoot depending on the respective key pressed. Mapping each key to display a given color on the window background is a good way for us to test that all of our keyboard inputs are working as intended. The user gets to enjoy a variety of colors that will change at their will.

Engine Features Used:

The main feature our engine will use for this application will be the keyboard input event handler. Keyboard input to control player movement is the main feature of our future planned game so making it work properly is critical it’s success. Our application will take the user input and store it in an Input event KeyDown. The application will then pass the value stored in Key Down to temporary R, G and B values. The RGB value for the background color will be created from the R,G,B values created by key press events. The application will paint a new background color after each key is pressed and then display the key that was pressed.