COMP 7615 - Assignment 4
Pong and Maze Reloaded

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1 Introduction

Part 1: Pong with Sound
The background music is recycled from Spoon's adventure and will play any time the ball is in play. The bounce sound will play any time the ball bounces off a paddle or wall.

Part 2: Maze Reloaded
A footstep sound has been added to play any time the user is moving, as has a "faceplant" sound any time the user collides with a wall. The user can now press the B key or Dpad Down on the gamepad to toggle background music on/off. The music will change to a different piece if the user toggles day/night and will be attenuated if fog is toggled on. Finally, the music volume is also modulated based on the user's distance to Cartman.

Part 3: Pong Reloaded
A simple high-score system has been added. The menu can be displayed by pressing the M key or Y on the gamepad. The player who wins will have their score added to the list if it is high enough and the score is saved when the game is closed. Additionally, if a player is signed in to Live, their name will be used for player 1 and they could make it on to the high score list.

2 Controls for Pong Reloaded

Keyboard:
ESC - Exit
WASD - Player 1
Arrow Keys - Player 2
M - High Score

XBOX 360 Controller:
Back - Exit
Left Stick - Movement
Y - High Score

3 Controls for Maze Reloaded

Keyboard and Mouse:
ESC - Exit
WASD - Movement
Arrow Keys or Mouse - Camera
Plus and Minus (not numpad) - Zoom in out (implemented like sample)
B - Background music toggle
M - Minimap toggle
G - Fog toggle
F - Flashlight toggle
L - Day/Night toggle
C - Clipping toggle
Home - Reset to maze start
R - Generate new maze

XBOX 360 Controller:
Back - Exit
Left Stick - Movement
Right Stick - Camera
Left and Right Triggers - Zoom in out (implemented like sample)
Start - Minimap toggle
Dpad Down - Background music toggle
A - Fog toggle
B - Flashlight toggle
X - Day/Night toggle
Y - Clipping toggle
Left Shoulder - Reset to maze start
Right Shoulder - Generate new maze