

PONG USER MANUAL

User manual for the game PONG, made as a semestral project for computer architectures in the summer semester of 2020.

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[GitHub repository](#)

Installation

1. Download the code.
You can use `git clone https://github.com/Hebcak/APOkalypsa.git` or download the files as .zip from GitHub.
2. **ONLY** if you own a MZapo board with the **NEW** LCD screen, uncomment line 18 (`#define ILI9481`), in the file: `src/mzapo_parlcd.c`
3. If you haven't already, transfer the downloaded files to your MZapo board.
4. Build the app using the included makefile.
In the terminal go to the `src` subfolder of the downloaded files and run the `make` command.
5. In the main folder next to the `README.md` file should now be a `PONG.o` file. To start the game, run it in the terminal: `./PONG.o`

Controls

On startup, the program will show You the main menu. There are two ways to control it: through the terminal or with the middle (green) knob on the board.

Terminal:

When the menu opens, numbered options will be printed. To choose an option, type its number and press [enter].

To have the options displayed again, choose `h`.

Knobs:

Rotate the middle knob until your desired choice is highlighted (has a black background). Then press it for 1 second.

Changing player names:

To change the name of a player, select the `Player 1` or `Player 2` option in the main menu. After You have selected the player, who's name You want to change, you will be prompted in the terminal to enter a new name and press [enter].

Player 1 is the one on the left side of the screen controlled by the leftmost (red) knob.

The maximum length of player name can be 12 characters.

You can **start playing** by selecting the `Start Game` tab.

To **exit the program**, select the `Exit` tab.

The goal of the game is to get **8 points**. Whoever gets them first, wins.

Player 1 is on the left side of the screen and controlled by the red knob. Their points are shown on the left side of the LED strip.

Player 1 is on the right side of the screen and controlled by the blue knob. Their points are shown on the right side of the LED strip.

To pause the game, press the middle knob. From the pause menu, You can either continue to play the game or return to the main menu.

When the game ends, the winner will be shown on the screen. To **return to the main menu**, press the middle knob or type **q**.