User Manual

Pong - Assignment 1

COMP 7051

Jaegar Sarauer

A00925935

How to use:

* Run the game.
* You will be greeted with two buttons to choose which opponent to play against.
  + New NPC Game: Play a game versus AI, you are the red paddle.
  + New 2 Player Game: Play versus another person, player one is the red paddle.
* Selecting an option will bring you to the game start screen.
* Pressing start will make the ball start moving and the paddle moveable.
* There are several ways to move the paddle:
  + On mobile:
    - Touch the screen to make the paddle move to your finger.
  + On PC and Mac:
    - Use Arrow Keys or WASD to move the paddle around.
    - Use an Xbox’s left analog stick to move the paddle around.
* Hit the ball back towards the end wall to avoid giving the other player a point.
* The opponent will do the same.
* Upon losing the ball, the losing player will start this time. The game will be paused and wait for the player to be ready by prompting for start.
* The game ends when one player reaches 10 points (changeable from console).
* At the end of the game, the winner is shown with an option to go back to the main menu.

Accessing the console:

* From any point the game is in a menu (not during a game where the ball is moving), the player can access the console.
* To open the console, press the ‘c’ key.
* Opening the console will allow the player to enter in a number of commands to change settings within the game.
* Commands:
  + Help: Will bring up this list in the console.
  + Exit: Exit the console.
  + Background [HEX color value]: Change the background color of the command window.
  + Pointstowin [points]: Changes the amount of points required to win a game, default is 10.
  + Ballspeed [speed]: Changes the speed of the ball, default is 8.
* Type “exit” into the console to close it.

UI Information:

* Upon a game ending, the winner will be displayed on screen.
* During a game, the score of both players are displayed at the top.
* During a game, the currently playing player is displayed at the top, along with the basic controls to move them.