

ARCADE

Usage :

./arcade [path LIB.so]

‘path LIB.so’ as the path of your graphics library.

Arcade is a program that lets the user choose a game to play with a specific graphics library and that keeps score.

When the program starts, it displays a menu where the user can select the game he wants to play and the graphics library that will be used to display. The user is also asked to enter a username to save his highscores.

Graphical libraries must be located into the ‘graph’ folder.
Games libraries must be located into the ‘games’ folder.

KEYMAP :

Menu :

ENTER / RIGHT KEY → Confirms the current field

LEFT KEY → Returns to last field

ESCAPE → Leaves the program

BACKSPACE → When writing the username, removes the last letter

Game :

RIGHT KEY → Moves the player to the right

LEFT KEY → Moves the player to the left

UP KEY → Moves the player up

DOWN KEY → Moves the player down

R → Restarts the map

P → Pauses the game

M → Quits the game and comes back to the menu

A → Switches to the previous graphical library

Z → Switches to the next graphical library

Q → Switches to the previous game library

S → Switches to the next game library

ESCAPE → Leaves the program