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Ping Pong User Manual

<u>Controls:</u>

WASD to move camera
Mouse movement to control paddle
K to toggle sound off
L to toggle sound on

<u>Scoring:</u>

A point is awarded each time the ball hits a paddle (player's and AI's). The game ends when the ball hits the net or floor.

<u>Multiplayer:</u>

One player should select server mode. The other player will select client mode. A textbox will appear in which that player will enter the IP or the symbolic name of the server's computer. Scoring will remain the same as in singleplayer.

Final update

<u>Better:</u>

Switched to a OgreBites gui for a much cleaner code. We determined that we won't need the full power of CEGUI for this and the following project. We split our gamestate code into singleplayer and multiplayer portions. Client and server communication is extremely smooth since we need only send positions of at most one paddle and the ball and the bullet physics engine only runs server side. Code has been refactored.

<u>Worse:</u>

We did not get around to improving the scoring system. Camera movement still limited.

<u>Other:</u>

We ended up scrapping using SDL_net and went with the boost library for improved network interactions.