

Lab 10 – Game State

Task 1

Build an application similar to the example given in the lecture. The application should have a start screen and a “game” screen. The application should start by displaying the start screen and on a key press change to the “game” screen. These screens do not need to be overly complicated for example, the start screen can just be some text and the game screen can be a simple bouncing ball. The game screen needs to contain a moving object. You should make use of Game States and Enums similar to that in the lecture.

Task 2

Add Pause functionality to the application. Add a PAUSE state to the enum, when a key is pressed, swap to the pause state, this should still render the game/level but it should not update. When the same key is pressed, resume play.

Task 3

Make use of any remaining time for working on coursework.