

README – CUBEWAVE

This game was created by Maya Ashizumi-Munn for Game Programming paper (COMP710) in semester two of 2020.

Assets were all custom created for the sole purpose of this game by Papaya Games (Maya Ashizumi-Munn).

Credit to Steffan Hooper for the GP2D framework provided, and SDL, FMOD middleware.

The main theme song is Korobeiniki, a nineteenth-century Russian folk song, remixed by Papaya Games.

Game controls:

Control Activity	Keyboard	Xbox Controller
Move Tetromino LEFT	A or LEFT ARROW	X
Move Tetromino RIGHT	D or RIGHT ARROW	B
Rotate Tetromino CLOCKWISE	E or UP ARROW	RIGHT BUTTON
Rotate Tetromino COUNTERCLOCKWISE	Q or DOWN ARROW	LEFT BUTTON
Soft drop Tetromino	SPACE	Y
Hard drop Tetromino	SHIFT	A
Pause Game	ESC	START