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Final Instructions:

This game uses UDP to transfer data between a PD patch and the unity game. The three main sound effects in the game are the gunshots, dying sound, and enemy noises. The version of Unity that we used is 2018.3.0f2

To play the game, first open the pd patch (CMPM151Final/MasterSound/MasterSoundUDP.pd). Although there are other patches throughout the file, MasterSoundUDP.pd is the only one that is necessary to run the game.

Next, open the unity project (CMPM151Final/AlgoMus Final/Assets/Scenes/FinalScene.unity). The MasterSoundUDP patch will automatically listen for unity and turn DSP on. In order to start the game, press the play button at the top of the unity window.

In the game, use the arrow keys to move and jump and use the space bar to shoot. In terms of enemies, the single music notes only take one shot to be killed, while the double notes take two shots. Touching an enemy or falling off will kill the player. Restart the game to play again.

We all did the same amount of work. Nick did 33%, Jacob did 33%, and Jessie did 33%.