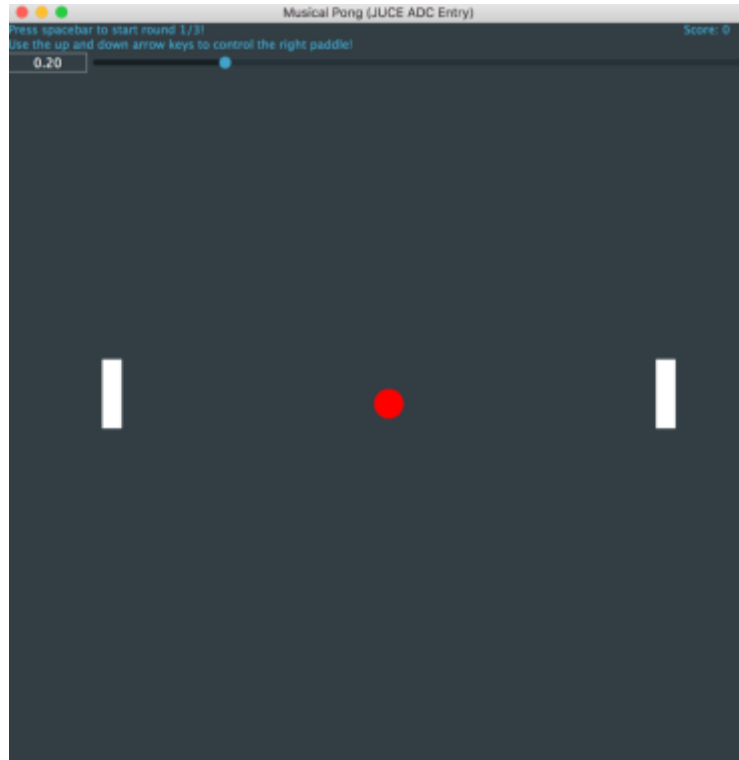# Corey Ford's ADC Hackathon Entry
Musical Pong

Read Me

The programme itself can be run standalone from *Builds/MacOSX/build/Debug/Music Pong (JUCE ADC Entry)*.

The xcode build is included in the zip (*Builds/MacOSX/here!!!*) however I'd recommend opening from the Projucer. That way you can set any module paths that may be different for your machine, depending on how you installed JUCE.

Controls for how to play the game are in the top left corner of the game window. If you are unfamiliar with pong you can read the gameplay here (https://en.wikipedia.org/wiki/Pong#Gameplay)

The slider at the top of the screen is a master volume fader. It's auto set to 0.20 which is reasonable as to not blow you ears off once the application starts… but regardless caution!!!: it starts with a sustained tone.

The code comments detail any specific features about the programme that may be particularly interesting.

I hope that you enjoy my project, and I hope it is worthy of a JUCE ADC entry.

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