

Midterm User Instructions

We built a game based on the classic game titled Brick Breaker. For our pure data patch we implemented 4 different sounds. There is a background music theme and sound effects for when the ball hits the paddle, a brick, and the space below the paddle.

- First make sure that the box in the top left of the Pure Data patch is ticked to enable audio in Pure Data.
- Upon pressing play in Unity audio triggers will be routed to Pure Data.