

## Midterm User Instructions

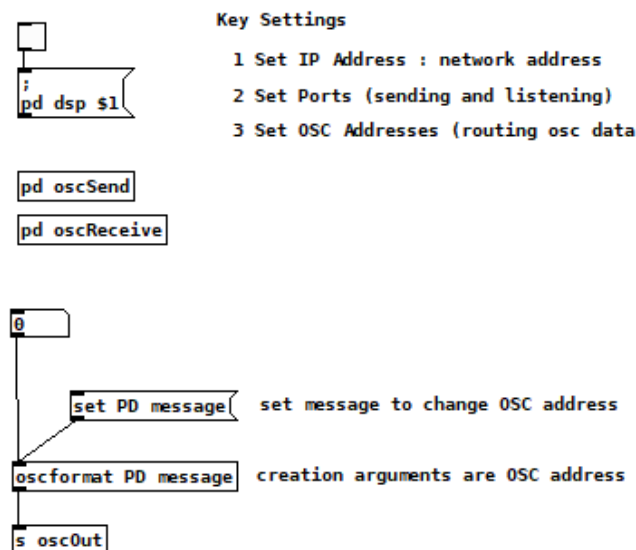
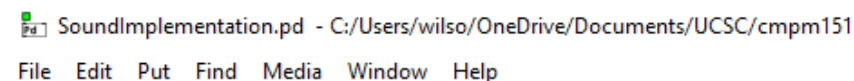
We built a game based on the classic game titled Brick Breaker. For our pure data patch we implemented four different sounds which respond to actions within the game. There is a background music theme and sound effects for when the ball hits the paddle, a brick, and the space below the paddle.

### Prerequisites:

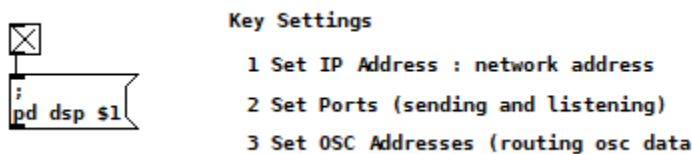
- Pure Data, latest version
- Unity: build 2019.4.18f1 or above

### Operation Instructions:

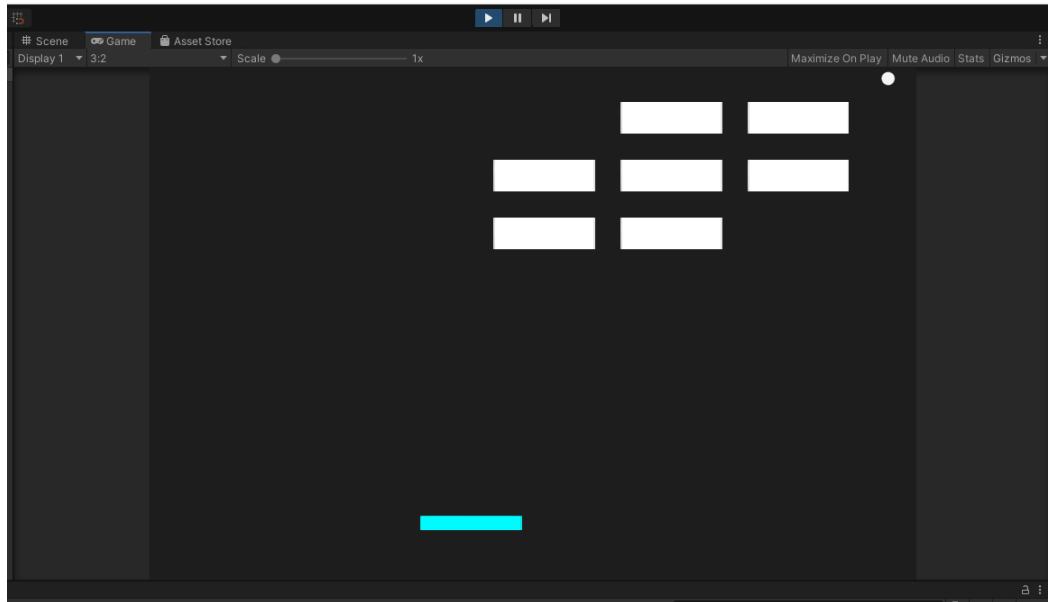
- Use Pure Data to open SoundImplementation.pd



- Make sure that the box in the top left of the Pure Data patch is ticked to enable audio in Pure Data.



- Open the file using Unity, make sure the active screen is game, and press the triangle play button to start.



- Upon pressing play in Unity, audio triggers will be routed to Pure Data.



- Use arrow key “a” and “d” to move the paddle left and right respectively.
- The objective of the game is to use the paddle to bounce the ball around and break the bricks above.