

## 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.

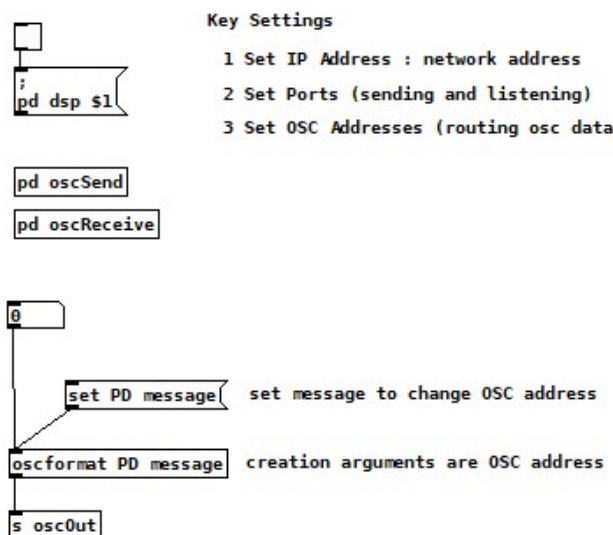
Prerequisites:

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

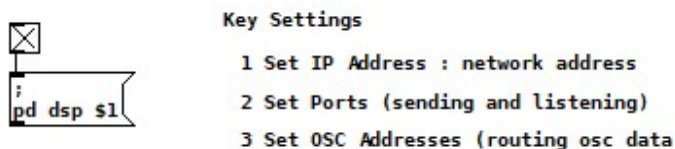
Operation Instructions:

- Use Pure Data to open SoundImplementation.pd
- Make sure fail.wav is in the same folder as SoundImplementation.pd

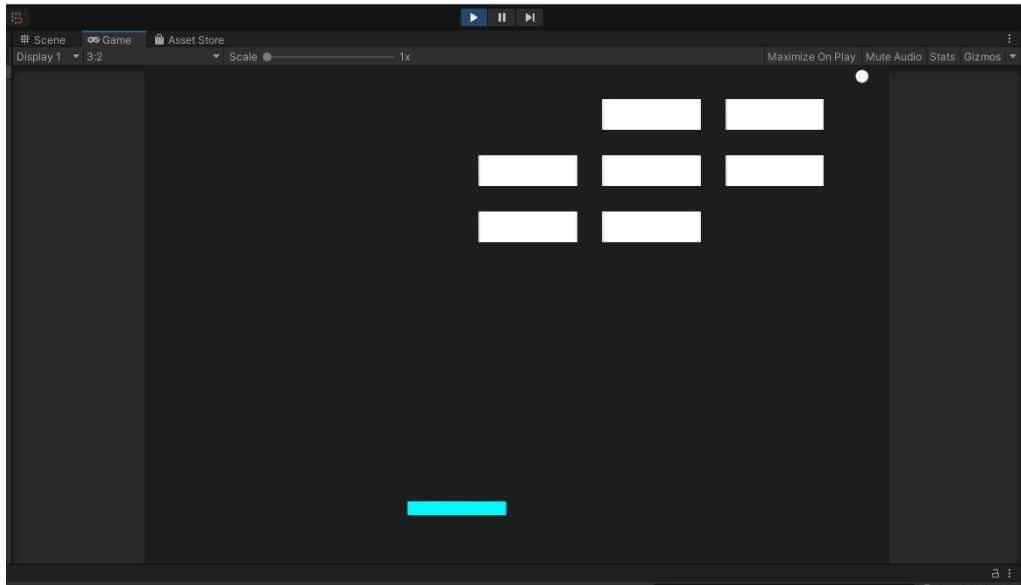
 SoundImplementation.pd - C:/Users/wilso/OneDrive/Documents/UCSC/cmpm151  
File Edit Put Find Media Window Help



- 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.

If you wish to listen to the sounds and theme without playing the game simply activate the bangs in the labeled pureData modules or activate the Toggle in the theme module.