PGSS – Programming Lab
Task 5 Adding Sound and Phases to Your Game

Class Notes and Code selection 08 covers breaking a game into different phases. Selection 21 covers recording and playing sound. This is up to date for Processing 2.0

Once more into the game arena. This may be your last task directly on this game – or not – that is up to you…

_____ Make a copy of Task4 and name it Task5.

_____ Break your game into at least three phases:
- Hello   where you explain the rules of your game
- Play   where the game is played
- Results where you present the player's final results

_____ Enhancements for this part:
- Different levels of difficulty chosen from the Hello screen
- Different levels of difficulty if the player continues to win
- Evaluate the player's result based on some arbitrary scale of your own design

_____ Add sound to your game including but not limited to:
- The bouncing object hitting the wall
- The collision between the two objects
- The wrapping object leaving the window
- The user altering the trajectory of the wrapping object
- Results fanfare

Be user to observe any copyright requirements of any sound you find on the web.