Game Assignment

• what is pair programming?
• expect to spend a minimum of 10 hours on the assignment
• at least 2 of which should be planning out the game
Meetings

• before you begin programming ...
• you need to design the game on paper with your partner and present it to one of us
• Brandon & Larry in office hours
• Susan will be here Saturday as well
Game Assignment

• what is a game?
• rules
• user interaction?
• win and lose
• way to restart your game
constrain

• sets the min and max values of a variable
• one use ..

```csharp
float paddle_y;
float paddle_height = 50;
paddle_y = constrain(mouseY, 0, height-paddle_height);
```
collisions

• when two objects collide in a game
• what are some examples of games with collisions?
modes

- rect and ellipse have different modes that can be used
- when dealing with collisions it may be easier to select a specific mode
modes

- this info comes right from http://processing.org/learning/drawing a great resource!
modes

rectMode(CENTER);
modes

```javascript
rectMode(CORNERS);
```

```
top left (5,5)
```

```
bottom right (8,7)
```

```
rect (5,5,8,7);
```

```
bottom right y
```

```
top left x
```

```
top left y
```

```
bottom right x
```
modes

ellipseMode (CENTER);
ellipse (3,3,5,5);

ellipseMode (CORNER);
ellipse (3,3,4,4);

ellipseMode (Corners);
ellipse (5,5,8,7);
an example (not finished)
an example (not finished)

```c
if (ball_x > width-paddle_width-5-ball_size
    && ball_y > paddle_y
    && ball_y < paddle_y + paddle_height){
    dir_x = dir_x*-1;
}
```
an example (not finished)

• what am I missing?
Game Assignment

• questions?