

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 ..

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

collisions

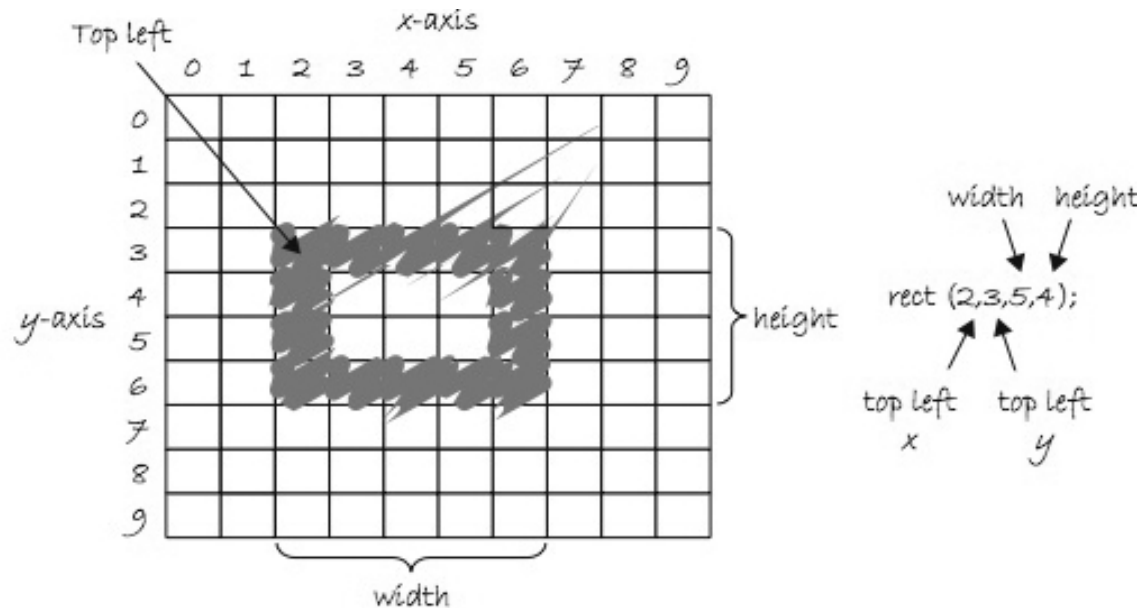
- when two objects collide in a game
- what are some examples of games with collisions?

modes

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

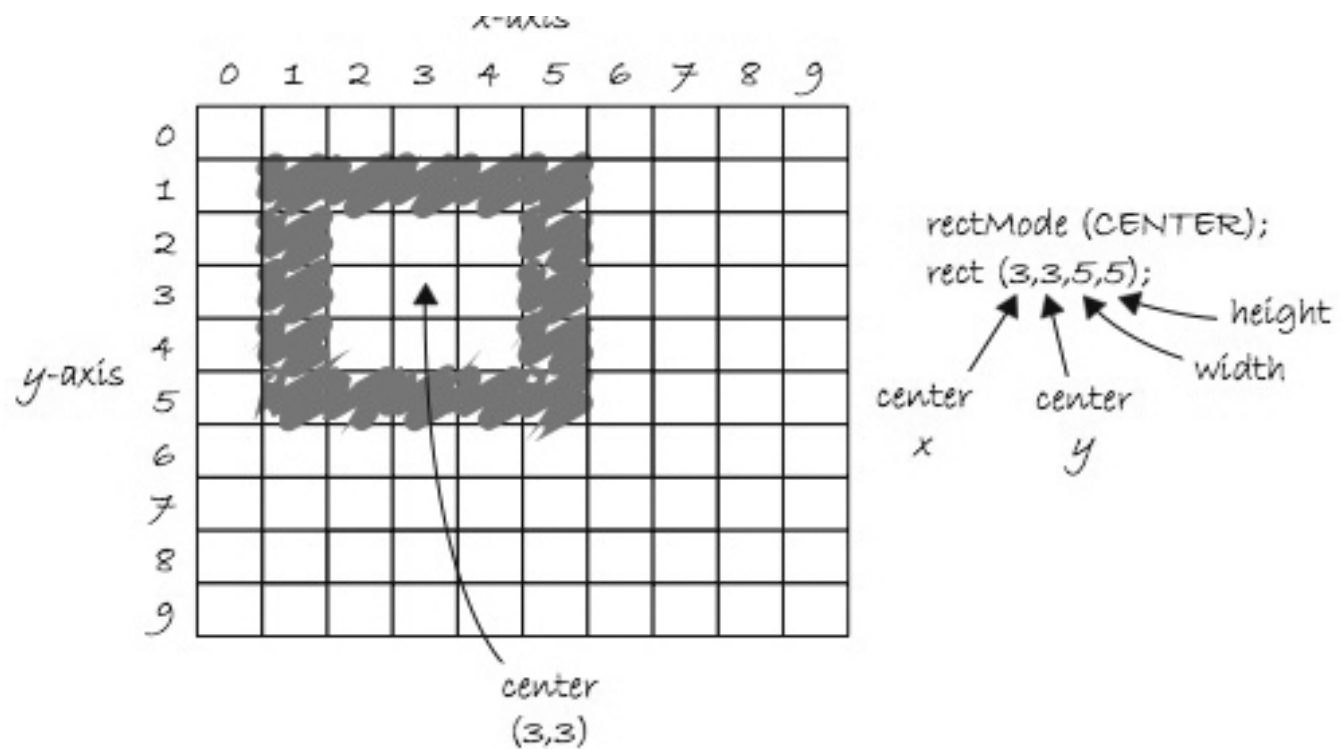
modes

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



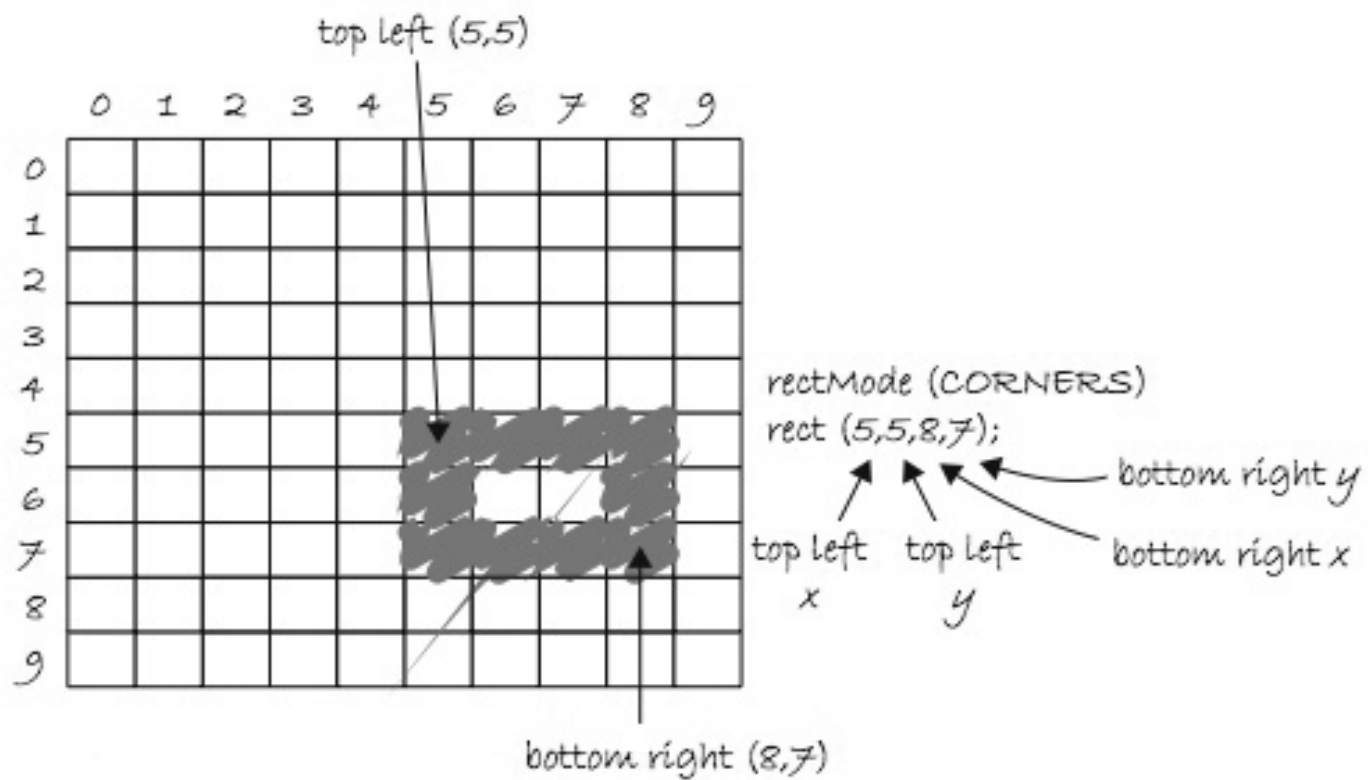
modes

```
rectMode(CENTER);
```

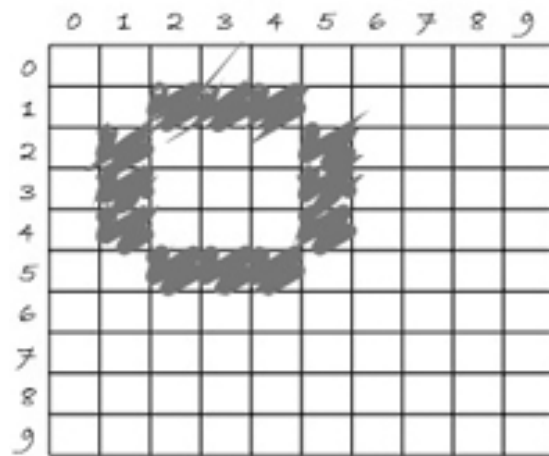


modes

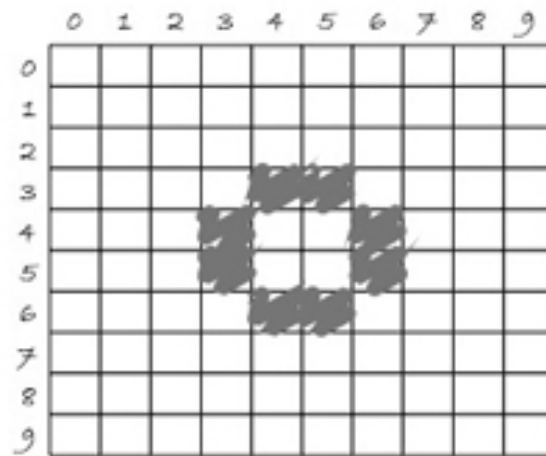
```
rectMode(CORNERS);
```



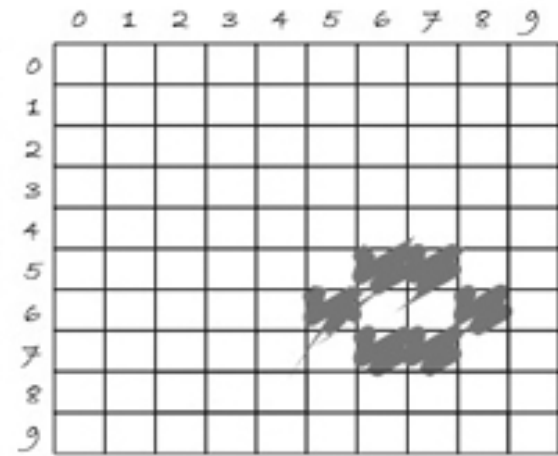
modes



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

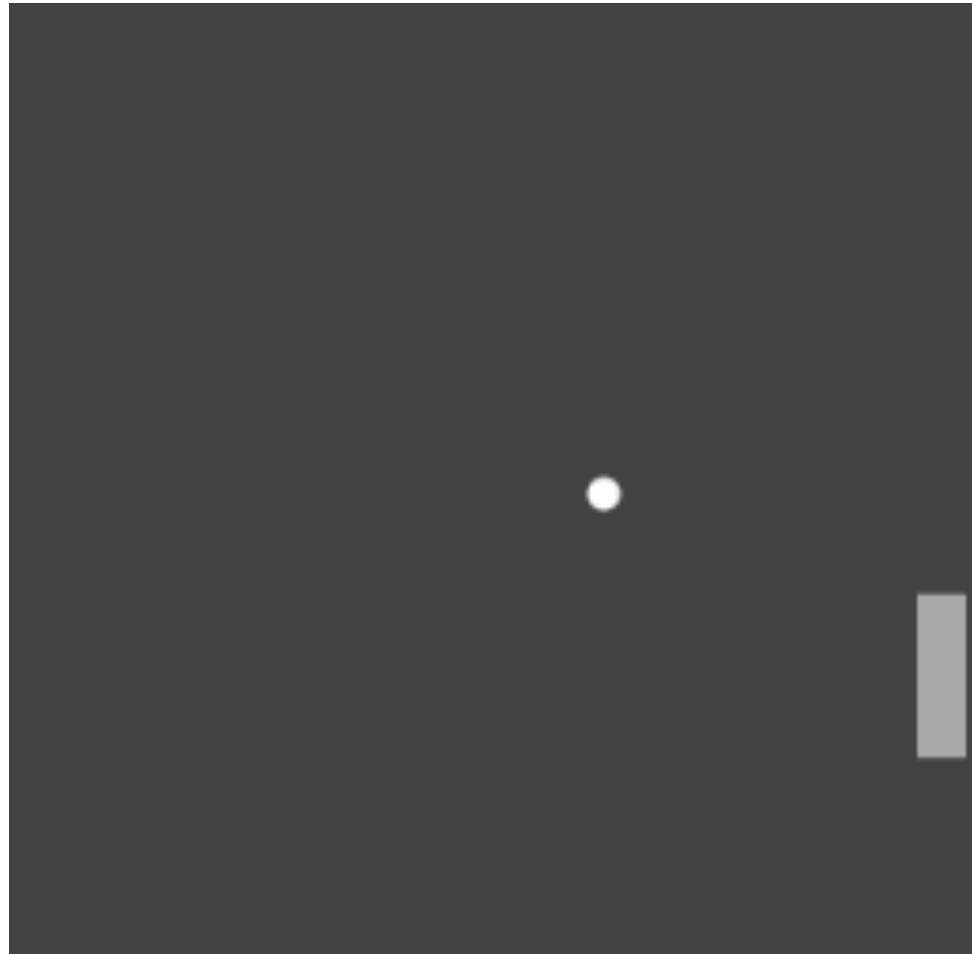


`ellipseMode (CORNER);`
`ellipse (3,3,4,4);`



`ellipseMode (CORNERS);`
`ellipse (5,5,8,7);`

an example (not finished)



an example (not finished)

```
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?