Sprint 08 Report

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The goals set for sprint 08 were to finish the implementation of the 3D gestural control of the paddle, transform the 2D Pong mechanics into 3D Pong mechanics, adjust the statistics according to the changes from 2D to 3D mechanics, and implement the basics of the settings menu.

We have implemented 3D gestural control of the paddle, but we have not yet implemented boundaries which restrict the movement of the paddle – boundaries which would prevent the paddle from reaching the ball as it spawns in the middle of the arena. Furthermore, the paddles are not bounded to the arena – they may pass through the walls. We will likely constrain the paddles to movement within the walls of the arena.

We transformed the ball mechanics such that the ball now moves freely in all directions throughout the arena and ricochets off the walls and paddle appropriately. The ball disappears and is reset in the middle of the arena after it reaches a goal zone. The artificial intelligence of the opponent paddle has not been fully developed yet. We are designing the artificial intelligence such that it can deal with multiple balls: the design is ready, but we were not able to implement it before the end of this sprint.

Statistics are not yet being collected. Most of the statistics’ implementations do not need to be refactored, but the statistics relating to the goal zones must be refactored since there are now four goal zone segments per player instead of just two. The statistics menu has not yet been refactored.

The settings menu has been placed into the series of UI menus that the player can traverse. However, the settings menu is blank except for a button which returns the player to the previous menu. We will develop the settings menu, introducing UI which allows the player to adjust qualities of the gameplay as we finish the development of those qualities.