MINIPROJECT II

**CS210**

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**CHESS GAME**

1. MAIN POINTS

* The game comprises a paddle that is moved left and right horizontally using switches.
* Switch 0 is used to move right horizontally on the base.
* Switch 1 is used to move left horizontally on the base.
* The ball is bounced on the wall and when it fall on the base then using the paddle it will bounce and on one bounce the score increses by 10.

1. Functions used

* Draw ball() : it will be used to draw the ball .Here we have used the coordinate of the center to fill the pixels within the ball.
* Draw rectangle() : it will be used to draw the rectangle.
* Collision manager() : it will be used to detect the current position of the center and using this function if the side is close to the center then the ball will bounce back such that angle of incidence is equal to angle of reflection .
* Score () : this function will be used to print the current score of the game . with each hit on the paddle the score increase by 10.

**MAZE GAME**

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* Switch 1 is used to move left horizontally on the base.
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3.INDIVIDUAL CONTRIBUTION

* Here we have collaborately done the project with different functionalities used in the game .
* Both of us has made different different functions that is used in the game and then combined the game.

4.Learning

* Using this project we have learned about some basic computer graphics.
* We learned about the pixels and character printing on the screen using arm processor.