Assignment 1 report - INF-1400

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February 23, 2016

1 Introduction

Give a short summary of the assignment.

In this assignment, we make a breakout clone using OOP principles, with a particular emphasis on using classes and methods.

2 Background

Mention the technologies used, this is only a sentance or two, unless you're using a different language/library/whatever

For this assignment, Python 3.4[2] was used, which is an interpreted programming language, which supports the OOP principles. In addition, an SDL wrapper...

3 Design

Give an overarching view of the structure of your solution.

Describe how your objects fit together, a figure like figure 1 must be included, and you should refer to it in the design section.

4 Implementation

Describe implementation details, particularly those that are not obvious choices

For the implementation of the paddle, the visual representation on the screen is different from the internal representation used for collision detection, by representing the paddle in this way we acheive...

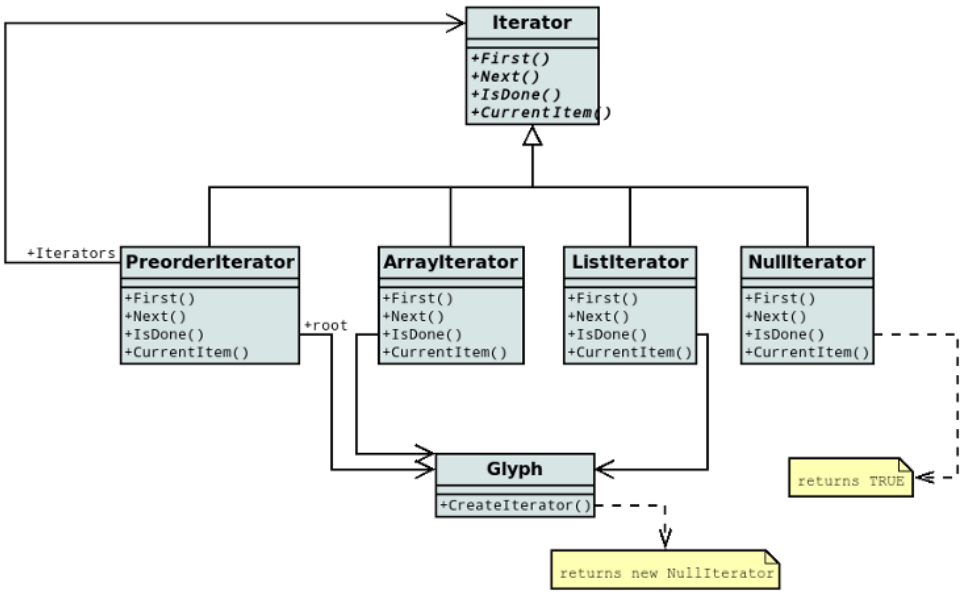

Figure 1: Example UML diagram, taken from [1]

5 Evaluation

Examine if your submission fulfils the requirements and what shortcomings exist.

In this solution, all requirements are fulfilled, but collision detection between the ball and paddle is inaccurate, due to differences between the visual representation and the implementation...

6 Discussion

Discuss what could be done better, problems you had, experiences etc. (we also appreciate feedback on the assignment or group sessions)

The implementation of the paddle-ball collision could be done *some other way*, but due to *some reason*, the current implemetation is better.

After spending two days trying to write the report in LaTeX, I gave up, and wrote it in Word instead.

7 Conclusion

Sum up the previous sections.

I have implemented a solution that fulfills the requirements, the implementation is moderately buggy, but does not crash too much.

References

[1] The Dia Developers. Dia website, 2014. URL `http://dia-installer.de/shapes/UML/index.html.en`.

[2] Python Software Foundation. Python language reference, version 3.4, 2014. URL `http://www.python.org`.