Checking list

(to run this project, be sure your computer has **jme3-test-data** library)

step	component	Position(method)
1.Modelling the environment	Border (field)	initBorder() createbox()
	Ball (4 green, 1 red)	initBall1() initBall2() createSphere()
	creative lighting	initLight()
	textures	createbox()
	shades	initLight()
2.Physics	model the physical interaction of entities	initEnginee()
	Ball motion	AnalogListener analogListener = new AnalogListener()
	Collision with the boundary, the paddle and the green balls	collision()
	Removal of physics entities	collision()
3: Keyboard interaction	Paddle move	initInput() AnalogListener analogListener = new AnalogListener()
4. Gameplay	visible points count	initText() simpleUpdate(float tpf)
	game levels(two level)	initText() simpleUpdate(float tpf)
5. Extra	textures	createbox()
	Pause, continue	initInput() AnalogListener analogListener = new AnalogListener() pauseGame() resumeGame()
	sound effects	initAudio() collision()
	green balls forming interesting shapes	initBall2() simpleUpdate(float tpf)
	shades of green balls which are removed after multiple hits	collision() simpleUpdate(float tpf)
	more interesting physics (you may avoid angles too close to the horizontal line)	collision()
	avoid angles too close to the vertical line	collision()