Instructions

1. This is a two player game. A disc ball is launched from center (green colored), the players should prevent the disc ball from going to their goal post which is shaded on both sides as shown below with a small strip of rectangle (blue colored) .
2. Use 'W' and 'S' to move the left Team A player's bat (red colored) up and down. If you get in contact with the disc ball, the disc ball reverses direction.
3. Use 'UP' and 'DOWN' arrow keys to move the right Team B player's bat up and down.
4. Hit space to launch the disc ball from center. (Angle of launch is randomised)
5. Once the disc ball reaches the goal post, the scores get updated as form of text message on respective sides in the bottom as shown. Disc ball gets back to center for launch after a goal.
6. You can move the bat up and down only.
7. Once the player reaches 3 goals first, the corresponding team wins. The message is also shown in the screen as shown below.

Assignment criteria achievement methods (As mentioned in Canvas)

1. Used OpenGL for visualisation, used double buffering with FsSwapBuffers.
2. Loop runs in a while loop until terminated, with ESC key has been implemented.
3. Keyboard space key, W,S, UP and DOWN are used to play the game.
4. Used color gradation for the disc ball in draw_DiscBall() function.
5. Used GL_LINES for drawing the table, and used GL_QUADS for drawing the goals.
6. Used OpenGL text for title, teams and goal counts as shown in image attached below.
7. Used math.h to randomize the angle with which the disc ball is launched.