

## Post Project Report

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For our project we did 2 programs. The first is a volcano Scene which has a checkbox for whether there is an apocalypse happening. If it is checked the scene will change the colors and weather of the volcano. If it is not checked then it will simply show a nice happy scene of the volcano with good weather. On the first mouse click the relevant photos of people will appear on the scene and volcanic rocks will fall. Subsequent mouse is click will use more threads to drop randomly placed volcanic rocks.

The Pong game is a single player game that begins when the start game button is pressed. Before the start button is pressed, we can see the leaderboard and what # player the user is. The goal is to keep the ball in the air if possible. A score (a timer in seconds) will keep the score. The goal is to get a high score. Once pressed, the ball is dropped from the center of the screen. Then the mouse must be used to move the paddle. From there the ball must be kept in the air and not fall below the paddle. If the ball falls below the paddle, then the current game ends. Then the restart game button will appear in addition to the leaderboard of the program. While playing the game will generate random power ups of various colors. The blue will speed up the ball. The green will slow down the ball. The red stops the ball momentarily and continues slower. At the end of the program, the leaderboard will display and export the scores to a txt file.

Please note that we all worked on the project all together on many zoom calls (a lot of zoom calls). So we just allowed remote control of teammate computers on zoom to ensure workload and teamwork fairness and have less git hub issues due to us all working remotely on this project.