

# Pistol Pong Changelogs (WIP)

**Changelog mainly made by Akash and Rajdeep, credit to Lucas and Daniel**

Dec 10

- Decided that Lamp project will be changed to a video game
  - Finalized pongs with guns

Dec 11

- Akash and Daniel made a storyboard outlining the basics of the game
- Akash and Rajdeep start working on the rackets and the guns
- Ishaan started working on the balls started working on the buttons for the menu
- Santiago worked on the balls and the physics of the game

Dec 13

- Santiago finished the balls and the movement of the ball
- Daniel made the goals
- Ishaan worked on the controls help screen
- Akash finished the title screen
- Lucas made paddles move independently
- Lucas and Ishaan fixed a couple of errors

Dec 14

- Lucas fixed bug to allow the ball to collide with the red paddle
- Daniel worked on making the ball bounce off of walls
- Lucas successfully implemented the ball bouncing off walls
- Lucas cleaned up the text
- Lucas made game over screen when a player reaches ten points
- Lucas fixed the red rackets movement and stopped own goals

Dec 15

- Akash added the gun assets into the game
- Santiago added the gun mechanisms, later tweaked
- Ishaan added sound effects
- Akash added background