Devin Suttles & MillerBath

Bouncing Betty Indie Game Development Plan

Description

Bouncing Betty is a Pong like game developed by two CS undergraduates from the University of Kansas. Players attempt to maximize the number of times they can bounce a ball off any surface without touching the ground. To adjust the platform use the left and right arrow keys. The game keeps track of how many times the ball bounces off the boundaries.

Future Development

- Extending the code base to make it compatible with the chrome web browser
- Set up a database to keep track of users scores
- Different game modes to allow for custom mods
- Difficulty levels or AI difficulty adjusting based on game play

Tasks Assignment

Miller

Responsible for finding out how to get the platform moving. Designing a function to handle user inputs if they move left or right. In charge of generating the different states. Check to make sure the paddle is colliding accurately with the velocity of the ball. Implemented handle keys for each event depending on the player and ball.

Devin

In charge of making Pong game data structure to keep track of ball location, velocity and players. Make the display to show the number of times the ball bounces. Implement a function to check for wall bounces. Create a function to check if the ball goes out of bounds then end the game.