"keep up" Game

Score: 0

Lives = 3

obstacle 1

obstacle 4

obstacle 2

Wall 1

Wall 2

obstacle 3

Ball

Bounces off obstacles also gives points each bounce Gives 1 point

Bar can move to the left & Right

Bar

Can cause Ball to Bounce

- Ball is constantly falling
- Falling off the Bottom of Screen causes a lost life
- 3 lost lives = Game over

things to code

- Visuals (Ball)
  (Bar/Paddle)
  (Obstacles 1-4)
  (wall {2)
  (Score Counter)
  (Lives Counter) → (Pop up once all lives lost)

11 Items Total

Tuesdays coding

- Game logic (Gravity on the ball)
  (Collison on the paddle)
  (Collison on the obstacles)
  (Collison on the walls)
  (Score counter increases with each bounce)
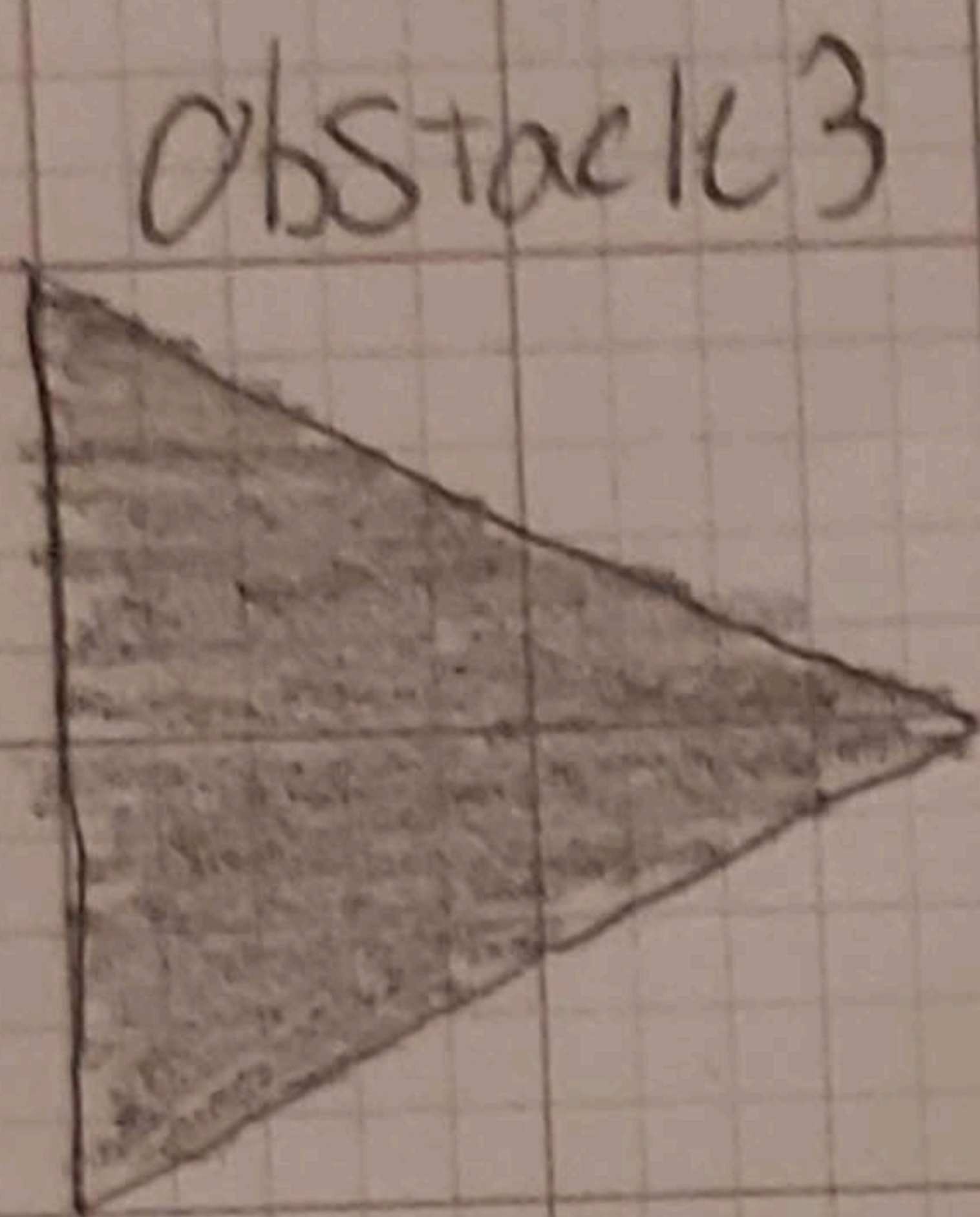 (Lives Counter Decreases with each ball lost to bottom of screen)
  (Game over fail state/ fail screen
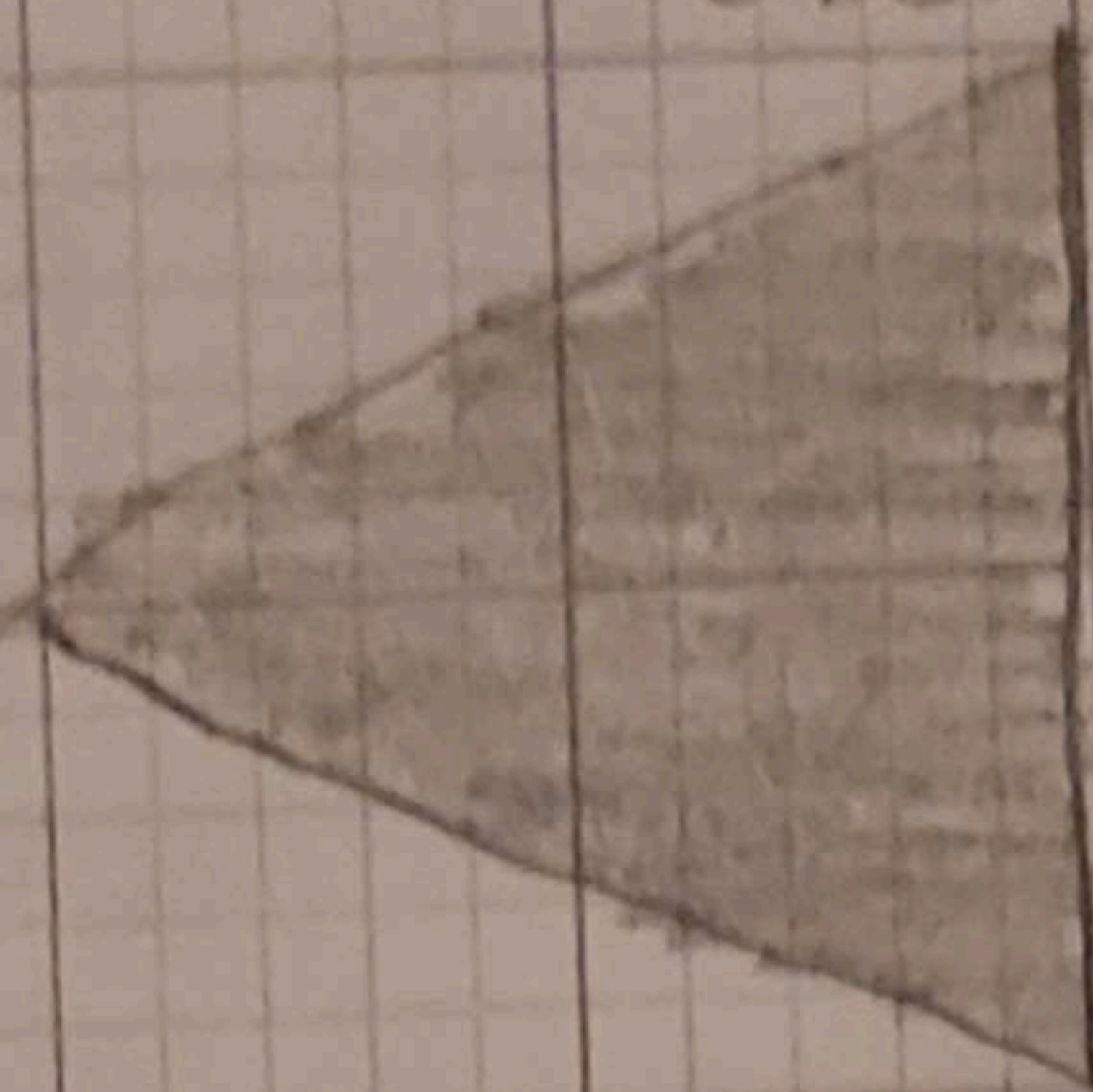
Wednesdays coding

- Audio (simple Background music)
  (Collison sound effect)
  (lost ball soundeffect)

Thursdays coding

Obstacle 2

Wall 1
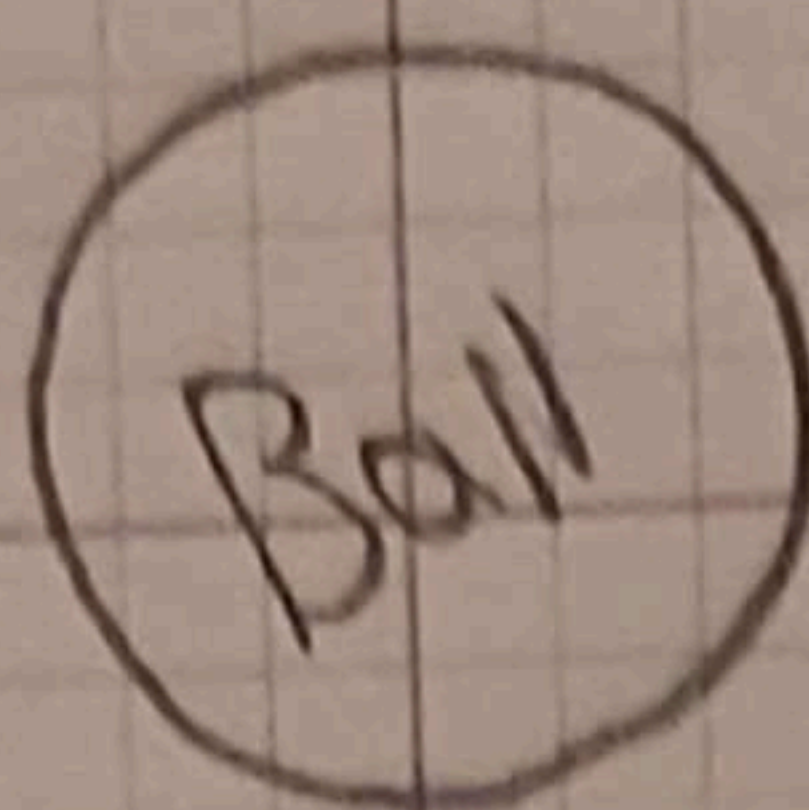
* obstacles
changed to
squares
* added
5th obstacle

Obstacle 3

Ball

Bounces off
obstacles also
Gives Points
each bounce
Grants 1 Point

Bar can move
to the left &
to the Right

Bar

Can cause Ball
to Bounce

- Ball is constantly falling
- Falling off the Bottom of Screen causes a lost life
- 3 lost lives = Game over

things to code

- Visuals (Ball) ✓
  (Bar/Paddle) ✓
  (Obstacles 1-4) ✓
  (Wall 1 & 2) ✓
  (Score Counter) ✓
  (Lives Counter) ✓ → (Pop up once all lives lost)

- Game logic (Gravity on the ball) ✓
  (Collison on the Paddle) ✓
  (Collison on the obstacles) ✓
  (Collison on the Walls) ✓
  (Score counter increases with each bounce)
  (Lives counter Decreases with each ball lost to bottom of screen)
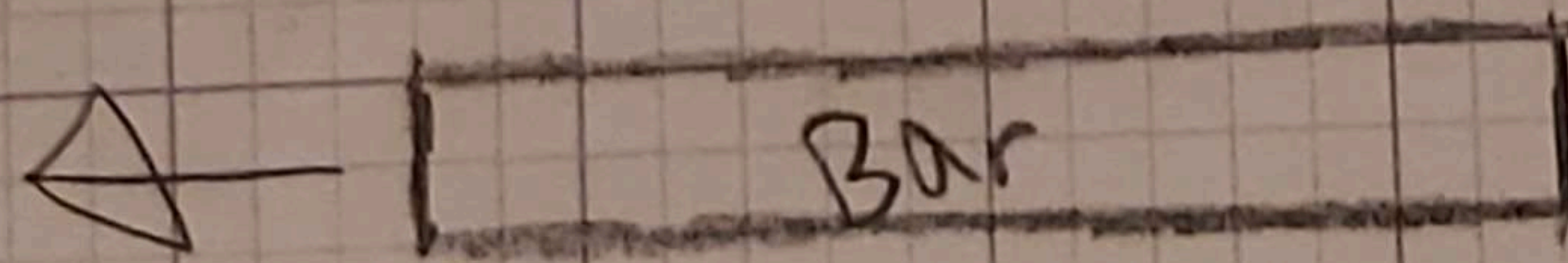 (Game over fail state/fail screen
  (Simple Background music)
  (Collison sound effect)
  (lost ball soundeffect)

(movement on Paddle)

} 11 Items Total.

Assignment 1: Interactive Terminal Project	10%	3.00 / 30.00
Assignment 2: 2D Interactive Drawing	63.75%	25.50 / 40.00
Assignment 3: 2D Game Project	65%	26.00 / 40.00
Assignment 4: Collaborative 2D Game Project	68.89%	31.00 / 45.00
Assignment 5: 2D Game Engine Project	N/A	0.00 / 0.00
Practical Assessments #1	52.94%	9.00 / 17.00
Practical Assessment #2	37.5%	6.00 / 16.00
Imported Assignments		0.00 / 0.00
Total	54.8%	

Current grade in course

Assignment 1: Interactive Terminal Project	10%	3.00 / 30.00
Assignment 2: 2D Interactive Drawing	63.75%	25.50 / 40.00
Assignment 3: 2D Game Project	65%	26.00 / 40.00
Assignment 4: Collaborative 2D Game Project	68.89%	31.00 / 45.00
Assignment 5: 2D Game Engine Project	25%	10.00 / 40.00
Practical Assessments #1	52.94%	9.00 / 17.00
Practical Assessment #2	37.5%	6.00 / 16.00
Imported Assignments	N/A	0.00 / 0.00
Total	50.33%	

Minimum I need to pass course ->