

BOUNCING BALL

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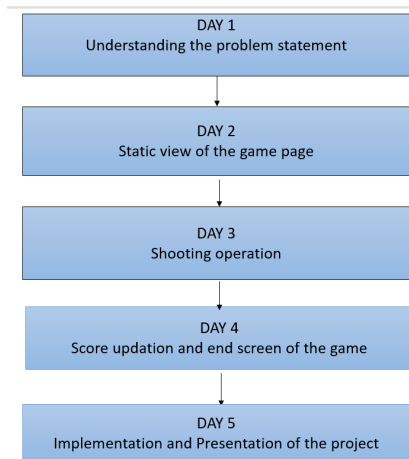
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Introduction

- ▶ The goal of the game is to clear the playing field by forming groups of three or more balls of the same color.
- ▶ Shoot a ball, let it bounce and place it on the right spot.

- ▶ The more balls destroyed in one shot ,we will score more points.
- ▶ Player wins when there are no balls remaining on the playing field.
the game ends when ever it reaches the bottom line of the Screen.

project flow



Challenges

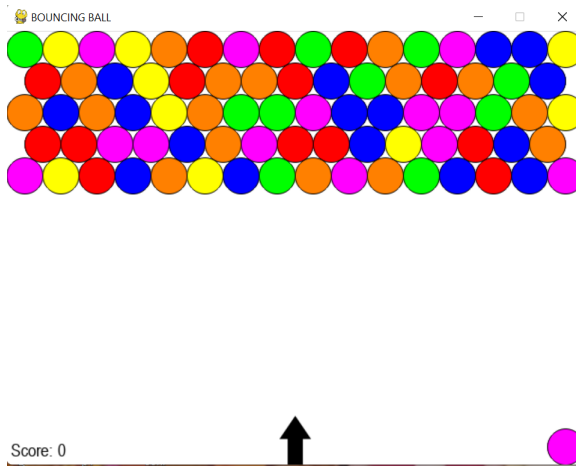
- ▶ We faced difficulty while removing the balls.
- ▶ While shooting the ball in the specified direction.

- ▶ To overcome these challenges we created 2 different functions.
 - Popbubbles function
 - update function

- ▶ GitLab
- ▶ Latex

- ▶ Programming Languages
 - Python
- ▶ Required modules in Python
 - pygame
 - random
 - math
 - sys
 - copy
 - pygame.gfxdraw

Demo



- ▶ No of lines of code:435
- ▶ No of functions :21
- ▶ No of classes : 3

link to the repository is: [Click Here](#)

Thank you

