

Collide

-Add 1 to a score when a collision is detected

collisionsetup

-Sets up collisions for the basketball and a hoop

setuplights

-Set up lights in the Panda3D scenes so models are lighted

SphereCollide

-Generate a sphere for collision based on a models bounds

Grun

-The main class loads the models in the program, sets the model positions, sets the variables that will be used, and adds tasks to the task manager
-ProjectileStrength
-ProjectDown
-ProjectDirection
-textUp

PenMove

-Move a character model based on keys that are pressed

Projectile

-Launching function that moves a basketball based on input variables
-ProjectileStrength
-ProjectileStatus
-forwardball

ProjectileStrength

-Launch function for settings for the launch function
-Holding control increases a number to 10 and decreases it to 0 in a loop until control is released. Releasing control will set variables for the projectile function and call the function.