REQUIREMENTS

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| **Must Haves** | **Should Haves** | **Could Haves** |
| Paddles | Images | Power Ups |
| Ball | Theme | AI - Single Player |
| Two-Player | Customization | Difficulty Settings |
| Scores |  | Sounds / Background Music |
| Start Button |  | Push keys at same time |
| Background Canvas |  |  |
| End Game |  |  |
| Controls |  |  |
| Collision Detection   * Ball trajectory |  |  |
| Ball Movement |  |  |

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| --- | --- | --- | --- | --- | --- |
| **Week** | **Mon** | **Tues** | **Wed** | **Thurs** | **Fri** |
| **Week 1** |  |  |  | * + ~~Canvas~~   + ~~Paddles~~   + ~~Ball~~   + ~~Controls~~   + ~~Ball Movement~~   + ~~Start Button~~   + ~~Add Player 2~~   + ~~Scores~~   + ~~Two Players~~   + ~~End Game~~     - ~~Ball goes off screen (match)~~     - ~~Final score~~ | * + Fix speeding up bug   + Have ball start off going straight   + Fix bug where ball stops if its hit on the side of paddle   + Difficulty settings   + Landing Page   + Themes |
| **Week 2** |  |  |  |  | **PROJECT DUE** |

SCHEDULE

ISSUES LOG

|  |  |
| --- | --- |
| **Problem** | **Solution** |
| Moving both paddles at once doesn’t work with basic keydown controls |  |
| Caps lock on a & z |  |
| When we moved the ball, the canvas was not clearing. Left behind trail of red balls |  |
| Game keeps speeding up every time it loops |  |
| Ball wont go straight to start the game off |  |
| Ball stops if paddle hits it on the side |  |