

**Air Hockey**  
**Assignment 9**  
**11/4/13**

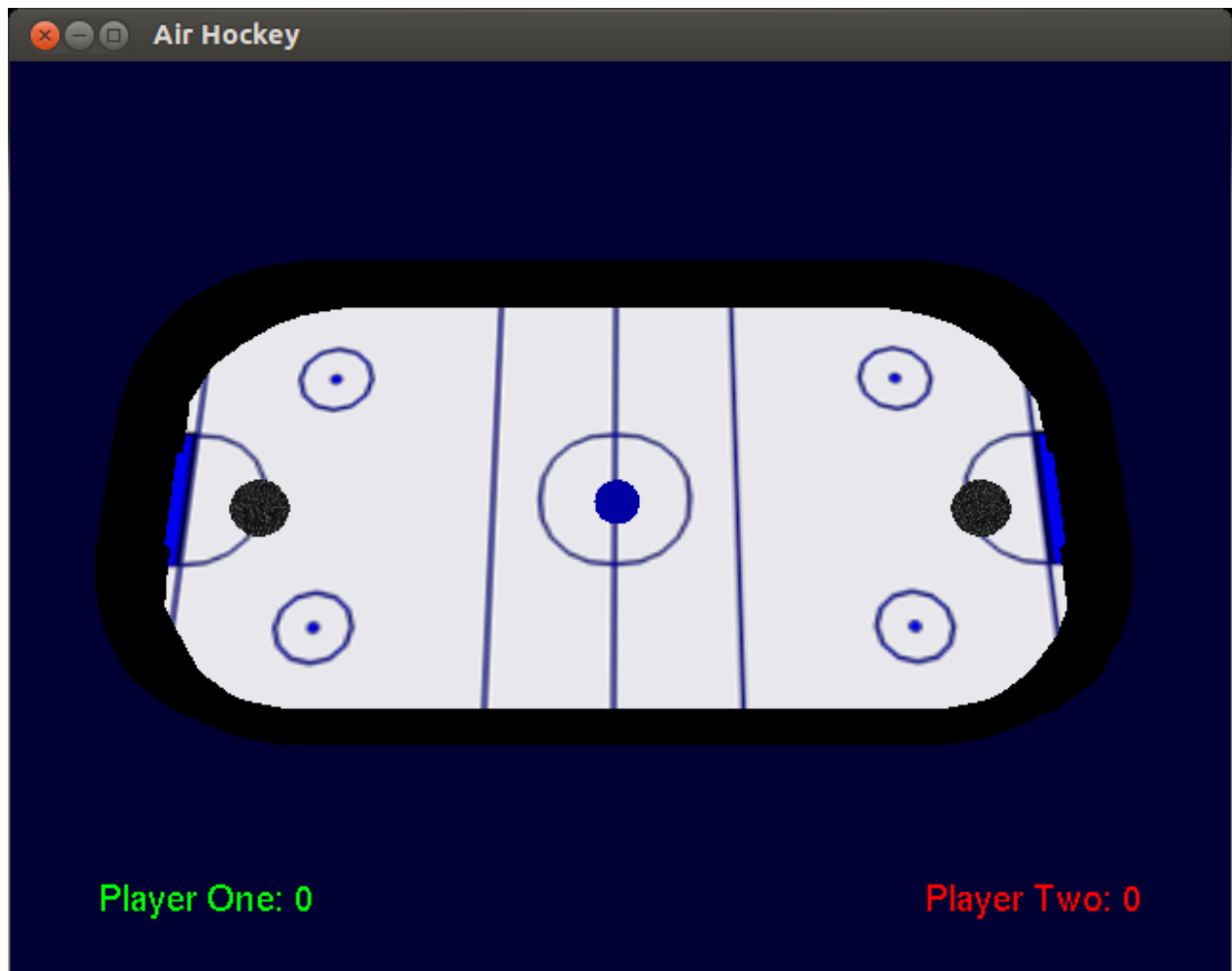
Cameron Rowe  
Jakub Berlinski

## Overview

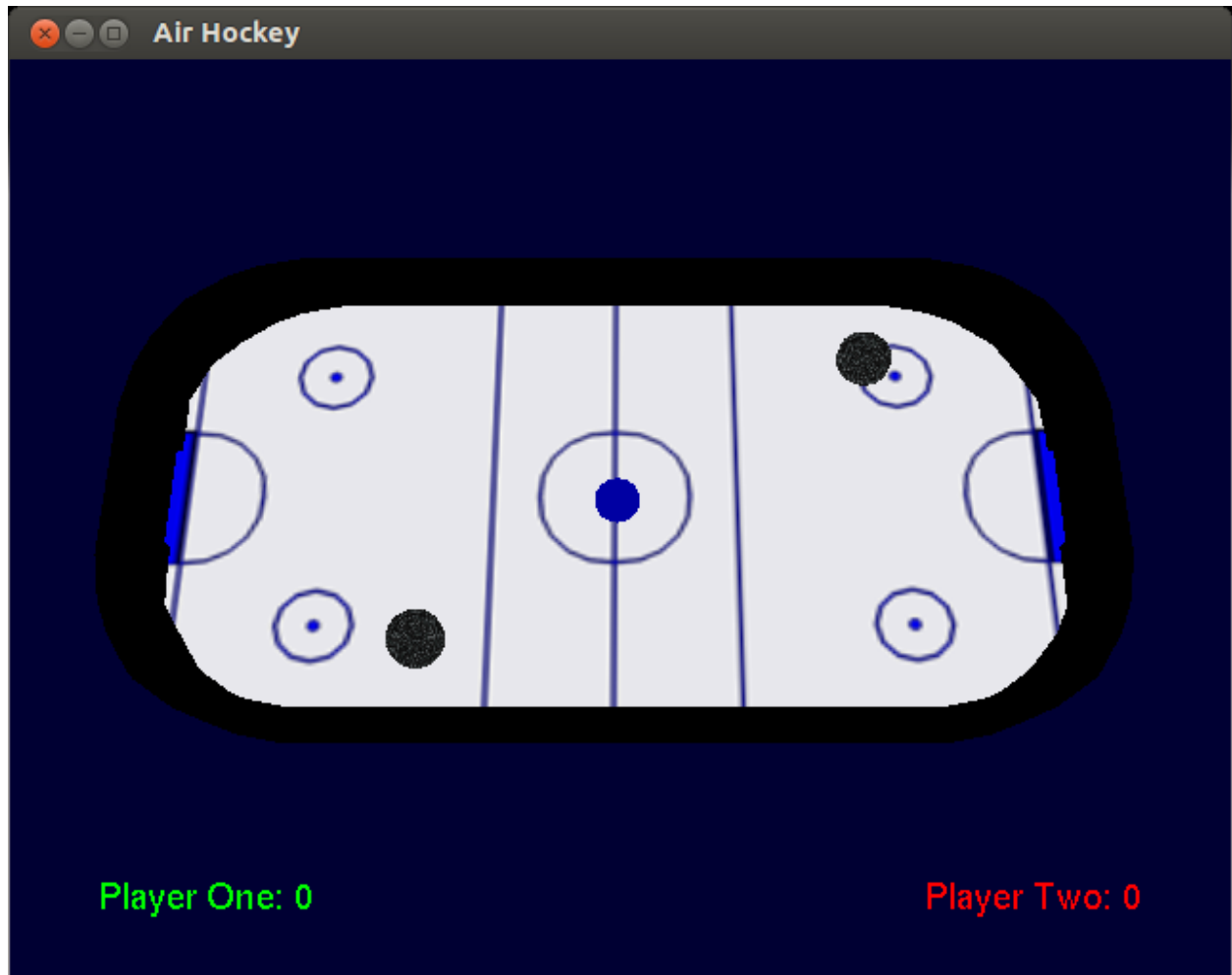
This project was completed with very little functionality over what was required. No extra credit has been completed. The project is a basic air hockey game where one user plays against another user. Both of the paddles are movable using either the keyboard or the mouse. Getting the puck into the goal on the opposite side of the table will score a point. A menu system was implemented where the user can pause, play, reset, change the camera, or quit the game. The models were made and textured in blender.

## User Manual

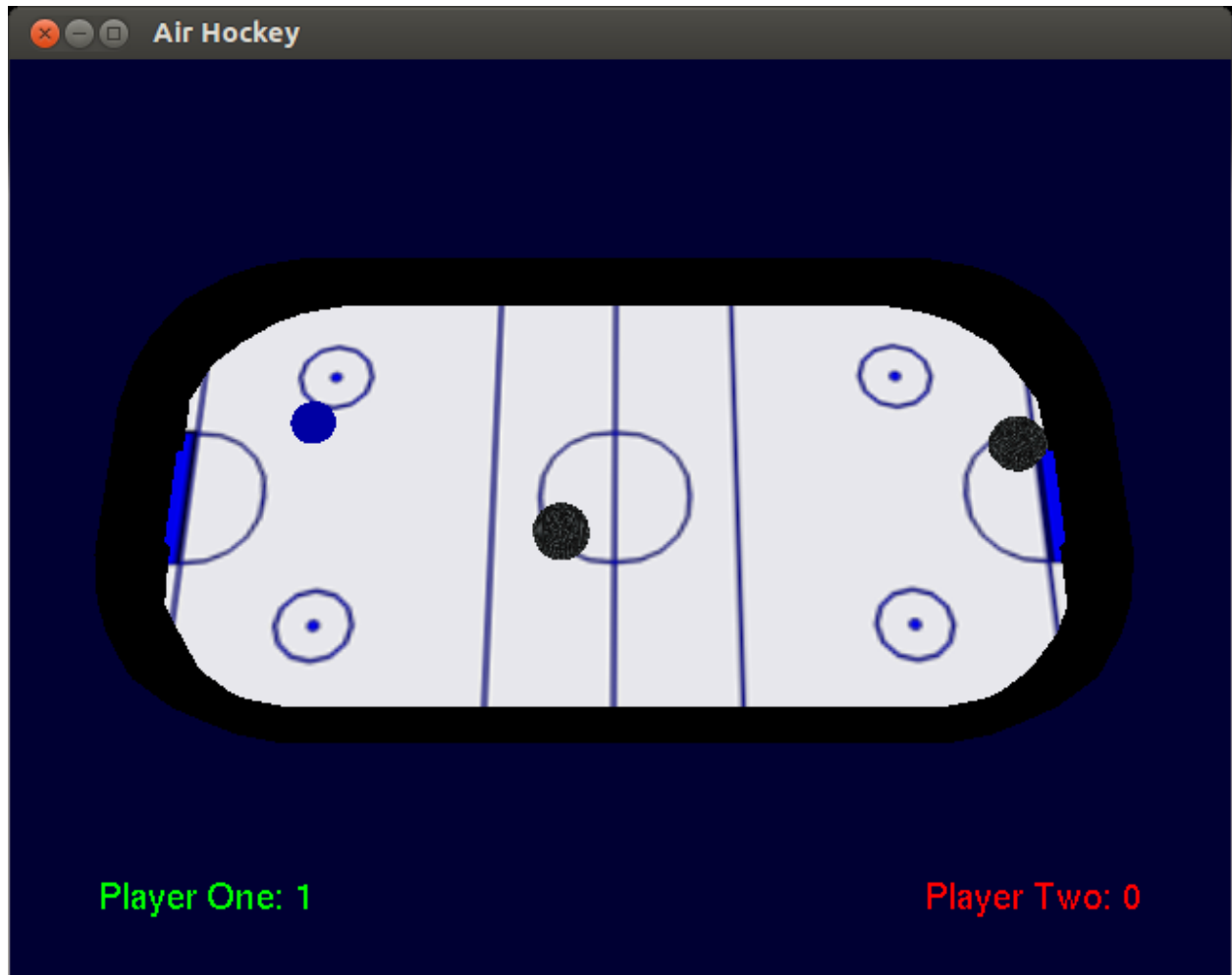
When the user first opens the game they are presented with the following user interface. There will be a table with two paddles on either end and in the center will be the puck.



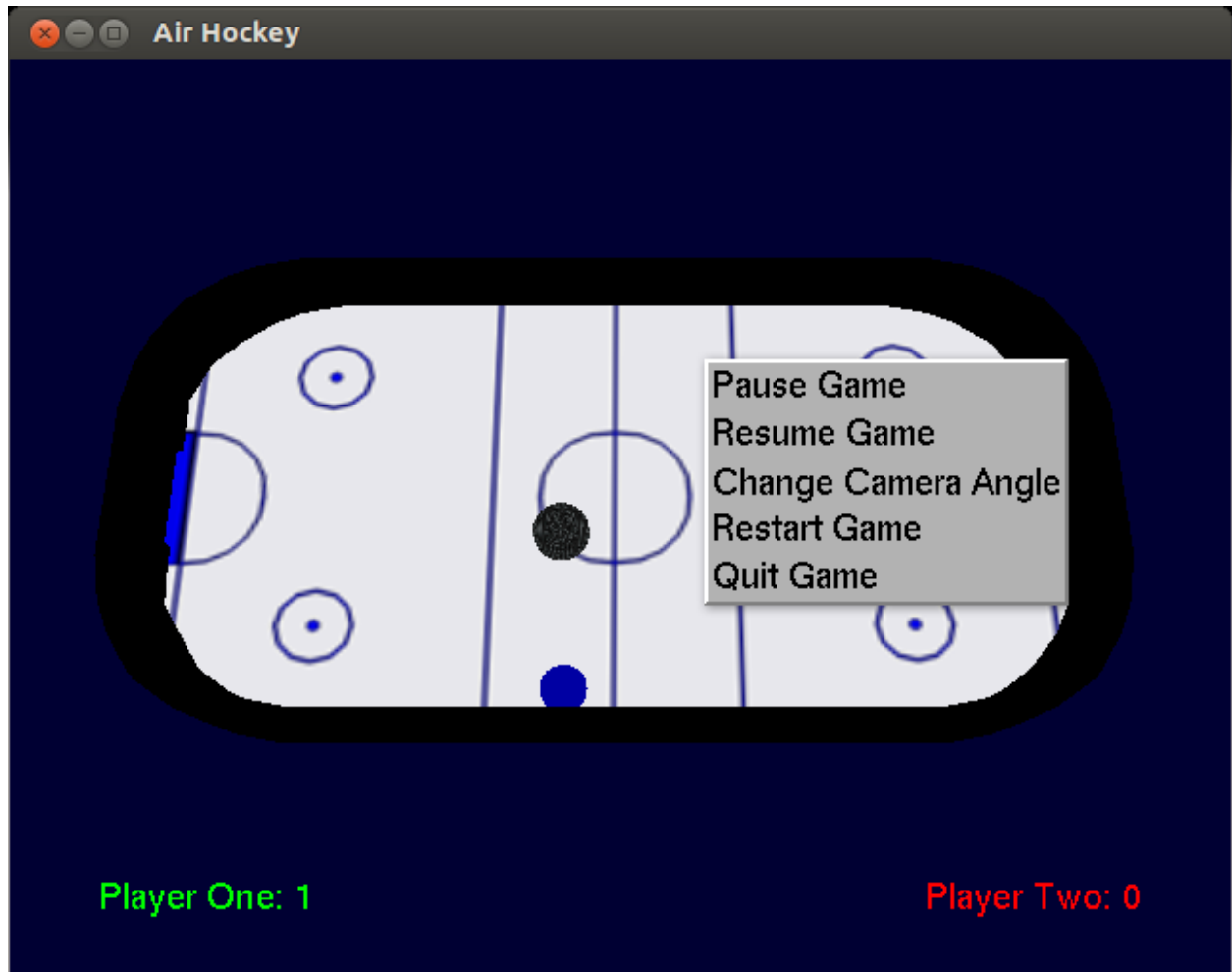
The players will be allowed to use the 'wasd' keys or the arrow keys to move their paddles around. One paddle may also be moved using mouse controls.



If one player pushes the puck into the opposing players goal then one point will be awarded. The score is shown in the bottom of the screen.



Right clicking will bring up the menu where the user can pause the game, resume the game, reset the game, change the camera position, or quit the game.



## Tech Manual

### Issues

- Puck would move in strange ways, but was kind of fixed
- No barriers around the table so it is possible for the puck to fly off into nowhere.
- The score system only checks if the puck moved passed a specific area to the left or to the right of the table. If the puck flies off the table in those directions then the player will get a point.
- Learning how to use blender to create and texture the models was difficult.

### What we would do differently

Given the time, we would have implemented a camera that the user may move anywhere they want with their mouse. Lighting shaders would have been added given more time. Changeable paddles and puck would have been added. Given more time a lot of the extra credit options would have been added.