

Ac!d Milestone 2.2

- **Overall Design**

The overall design of the game has not changed and the ball specifics have been set but need tweaking.

Current racquetball properties (subject to change):

Racquetball Mass: 0.75 kg

Coefficient of Restitution: 0.85

- **Software Architecture**

Game loop:

No change

Rendering loop:

No change

Simulation loop:

No change

Object Structure:

Additions to expected classes. The different classes are currently Room, Wall, ScoreWall, Ball, Paddle, Goal, Physics, and Sound (subject to change).

- **Division of Labor**

Scene setup: 1 day

We have finished the basics of scene setup but could still make some small tweaks to objects positions and sizes

Physics: 1 week

Physics is linked and integrated but currently only applies gravity to the ball and allows it to collide and bounce off of the floor. We are on track to add physics to the rest of the objects and apply forces on the ball.

Resources used - class slides, "Ogre + Bullet – Beginner's Tutorial" article mentioned in slides, Bullet Documentation

GUI/HUD: 3 days

Not able to link CEGUI library.

Sound: 2 days

Sound is linked and integrated and a hit sound effect is played when the game starts. We are on track to add the sounds we need and play them and turn them on/off.

Resources used - SDL Documentation,

http://lazyfoo.net/SDL_tutorials/lesson11/index.php

Jonathan Brewer
Matthew Gmitro
Charles Gong
Terence Kidd

User Input: 1 week

User Input is integrated and the paddle can be moved with the arrow and wasd keys. We are on track to add controls to rotate the paddle.