# Problem Definition Report

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**Introduction to Our Project:**

Our team were inspired by the “Subway Surfers” game. To decrease the difficulty of designing the game, we used a ball to represent an object which can be controlled by player to avoid the collision with obstacles that are represented as cubic. Besides, to make it more interesting, we generated a music and played it during the game.

**What Can We Learn From the Project:**

More advanced plot skills in MATLAB, how to make interactions with keyboard, how to use timer to do some tasks periodically, how to generate and play music using MATLAB.

**Our Plan:**

We plan to divide this project into two parts: **main frame** of the game and the **background music**. In the part of main frame, we need to make the ball we created to run along the way and reacted to the presses on the keyboard. In the part of background music, we need to use code to generate music and play it when the game on and stop it when game over.

**Extend Now:**

We have set up the main frame and background music. Now we need to polish our code to make this game run more fluently and comfortably.