

# Project Report

## BounceBall

Project name:-

Project Outline:-

There is a ball created and there would be obstacles created and the bounce ball has to be moved using the arrow keys to the final target position.

Steps taken to complete the project:-

The Ball is created by the ball class and the obstacles are currently under the name brickwall class.

The collision detection scheme is implemented and the ball is moved accordingly.

There are finite number of obstacles and the obstacles are loaded in the current frame using the current point of the ball.

Future Developments:-

The collision detection schemes has some bugs associated with it which has to be corrected and the final destination can be included and there can be a new class of obstacles on hitting those the game must end.

Conclusion:-

The Exposure to the Js environment and the way of the correcting the critical bugs was very useful

References :-

github repo developed by zense

Developed by:-

Name :- NACHIAPPAN.S.K

Roll number :- IMT2018047