

TEAM



**Game Development
Mini Project
IS2107**

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1) Introduction

Bat And Ball Game

Our game is a bat and ball game. It is a simple and fun game and anyone can enjoy it.

It is consisted of a rectangular shaped bat and a ball. The bat will move according to the movement of the mouse. And the ball will move randomly in the created window. A score of the player is kept with every successive hit a player takes. The game ends when the ball hits the bottom instead of the bat.

2) How to play

2.1) Configuration

No additional configurations are required to play the game.

2.2.1) Building the app

- Go to the source directory of the game folder.
- Open Terminal window and compile the game using the following code.

```
g++ bandb.cpp -o bandb -lglu32 -lglut32 -lopengl32
```

- Use `.\bandb` to run the game from terminal.
- A pre-compiled version of the game is included already in the directory (b&b.exe)

2.2.2) Using an IDE

Use the same code above to compile and execute the program through your favorite IDE.

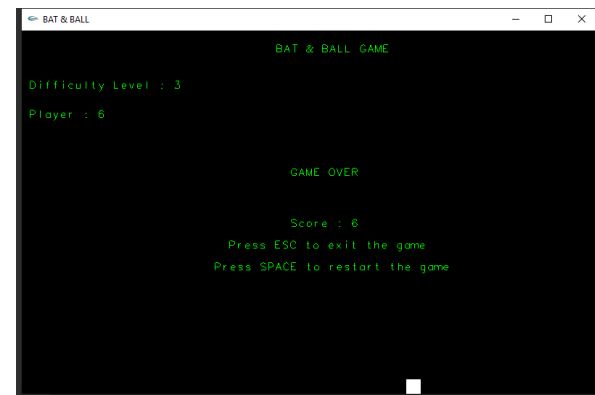
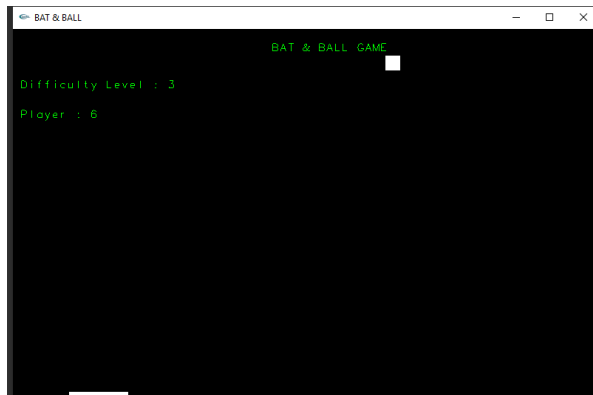
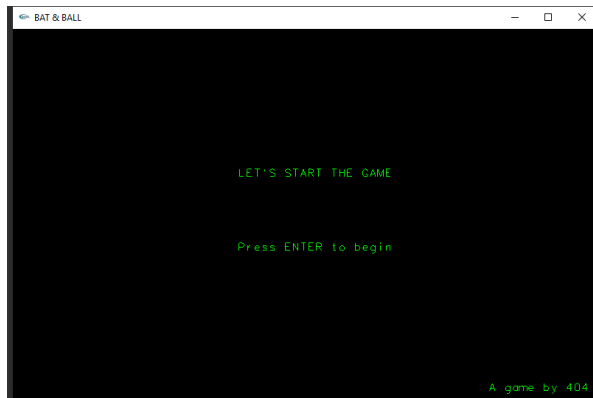
2.2) How to play the game and screenshots

A start screen is loaded first and then enters the game by pressing ENTER.

When the ball hits the right, left, or top wall, it will return back. When it hits the bottom wall and if the score of the player is greater than zero, the game will end. Else the ball will return back.

The window contains a counter (score). It increases if the ball hits the bat. If the player can hold the ball by the bat (hit the ball with bat before it hits the bottom wall), the player's score will be increased. The player can select different modes of the game (difficulty levels) by adjusting the speed of the ball.

You can restart the game by pressing SPACE.



Keys:

- Mouse movement - to move the bat along the bottom of the wall.
- Left arrow - decrease the speed of the ball.
- Right arrow - increase the speed of the ball.
- Enter key - To start the game.
- Esc - To exit the game.
- Space - To restart the game.