

Chili War

created by

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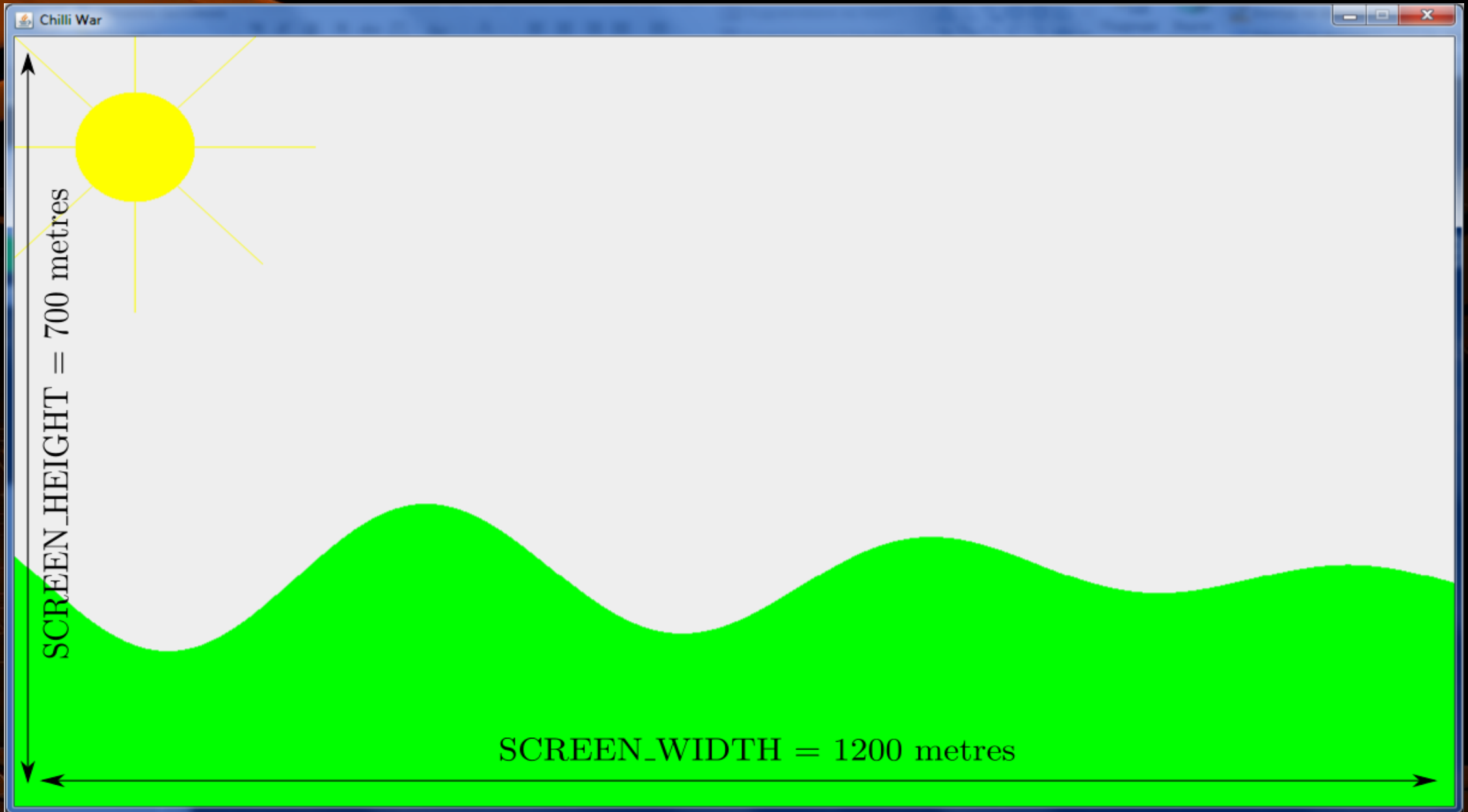
Nikolay Shalyavski

Asya Dikova

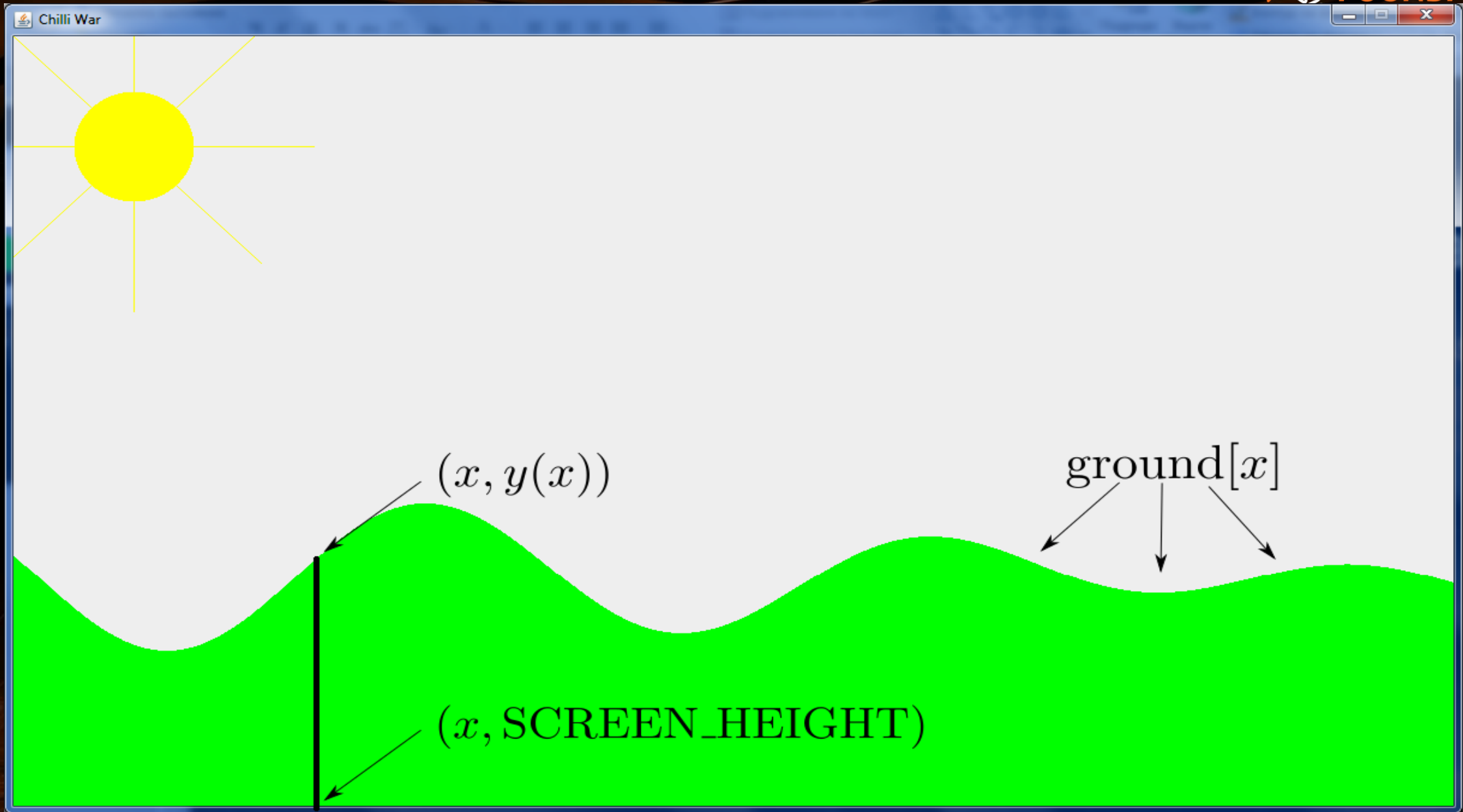


<https://github.com/JavaTeamwork/JavaGamePuf/commits/master>

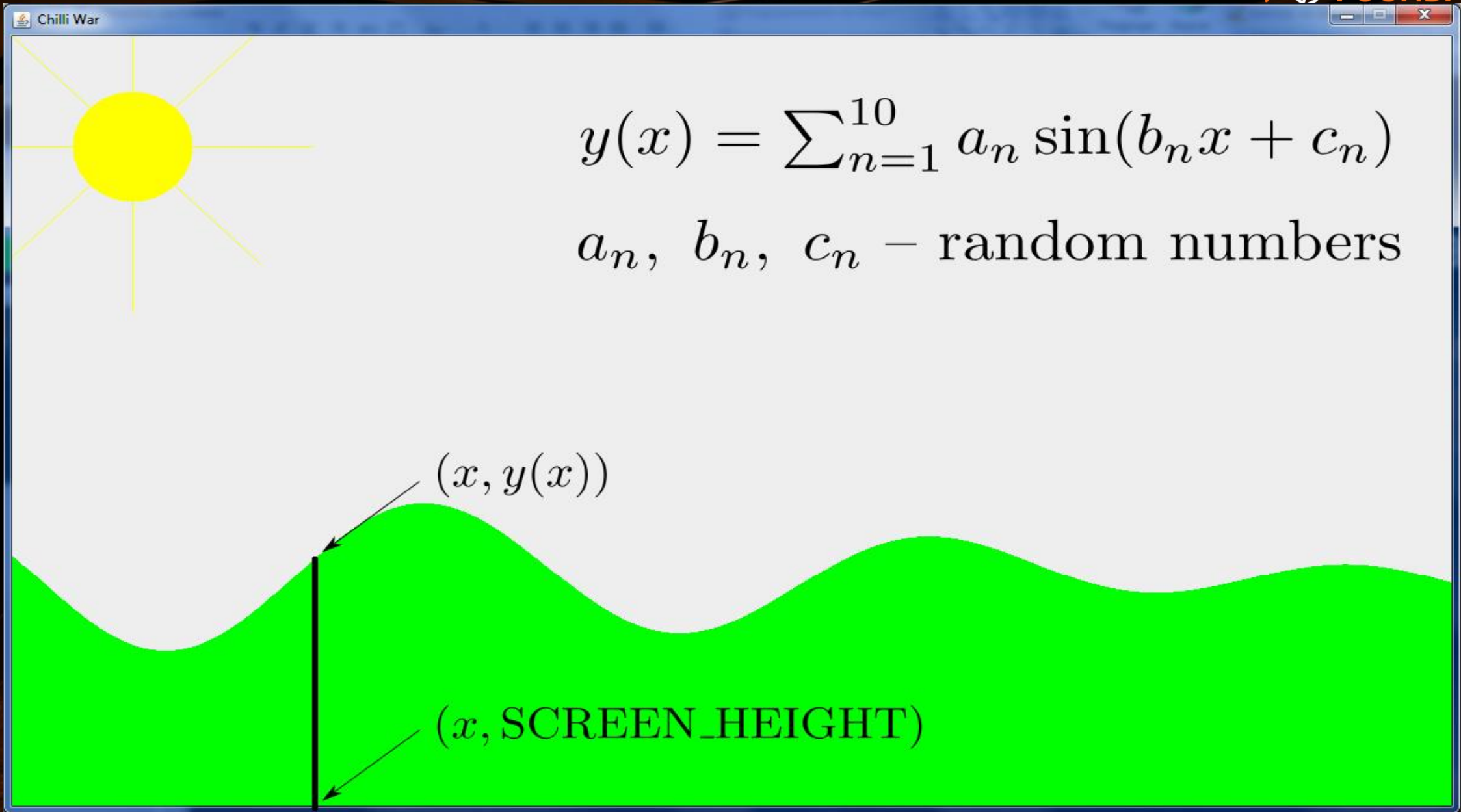
Field size



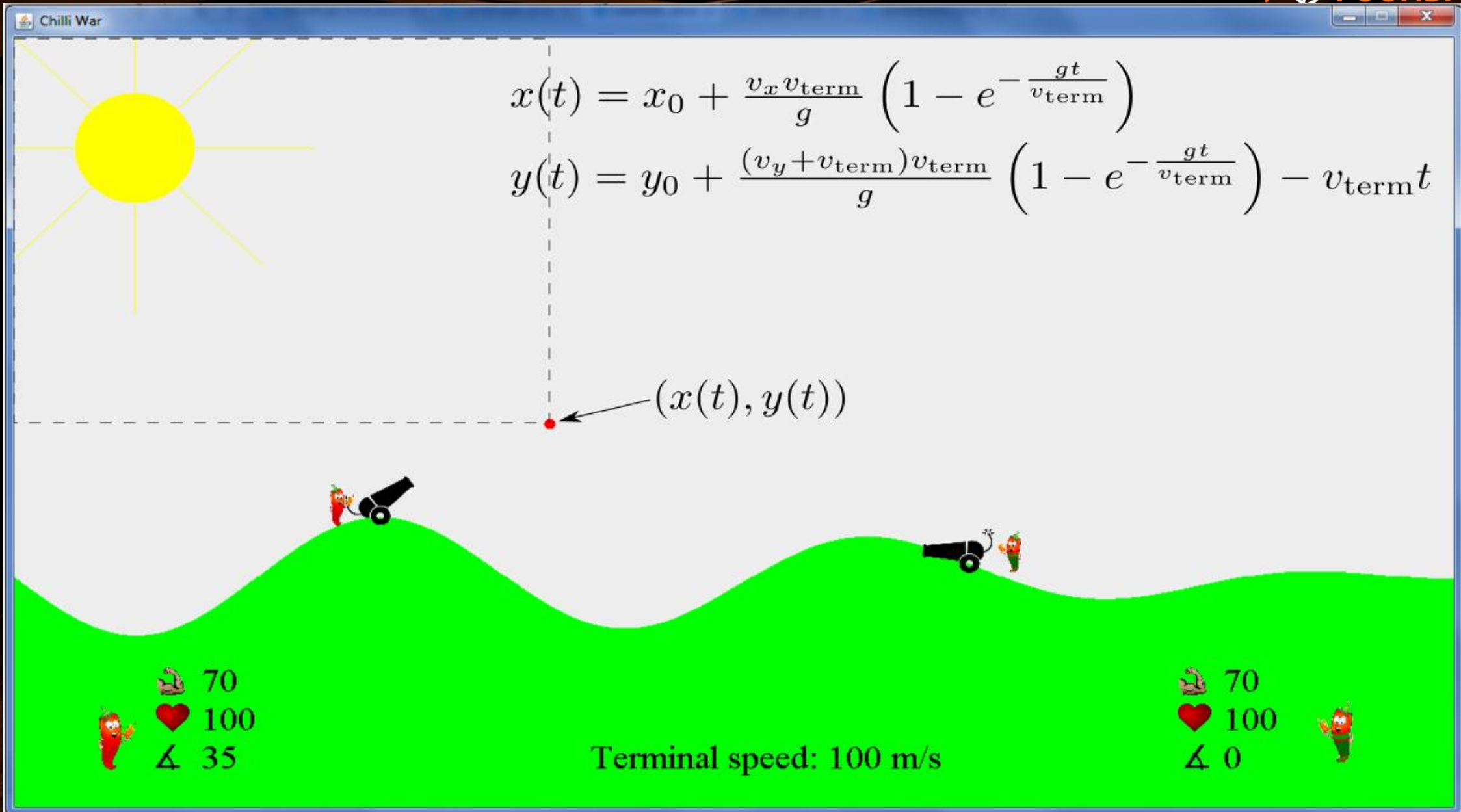
Define the ground



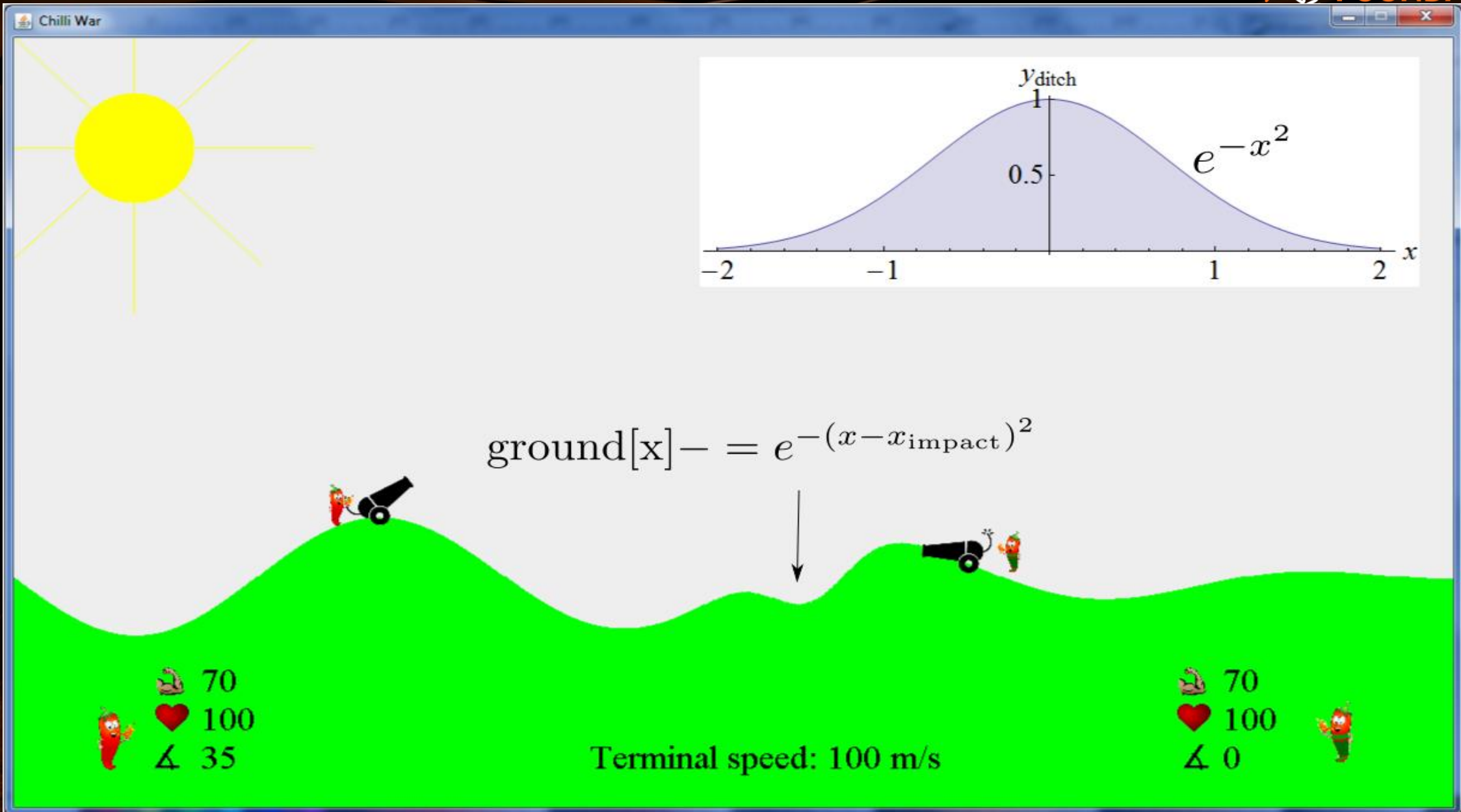
Define the ground 2



Calculate the coordinates of the ball



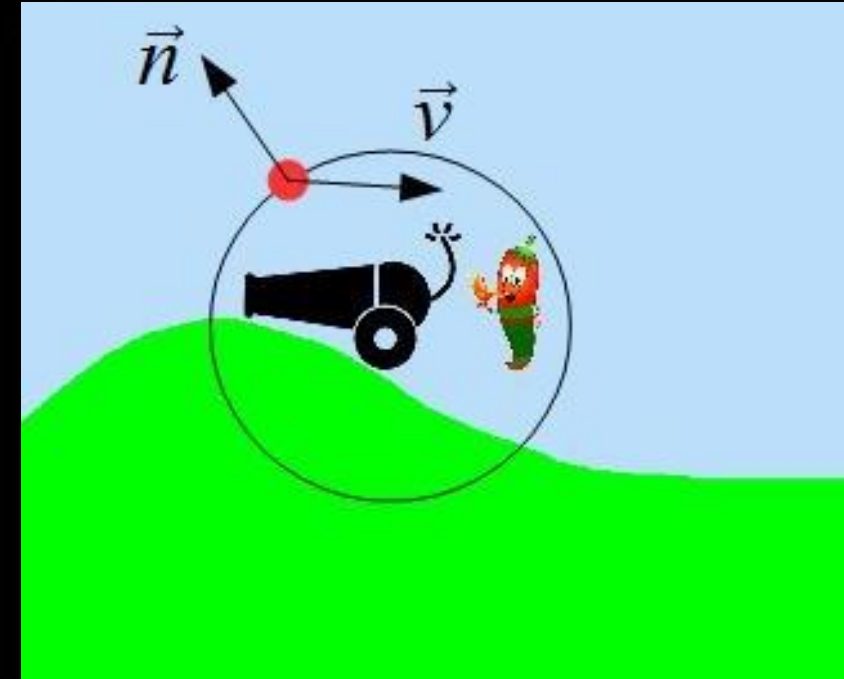
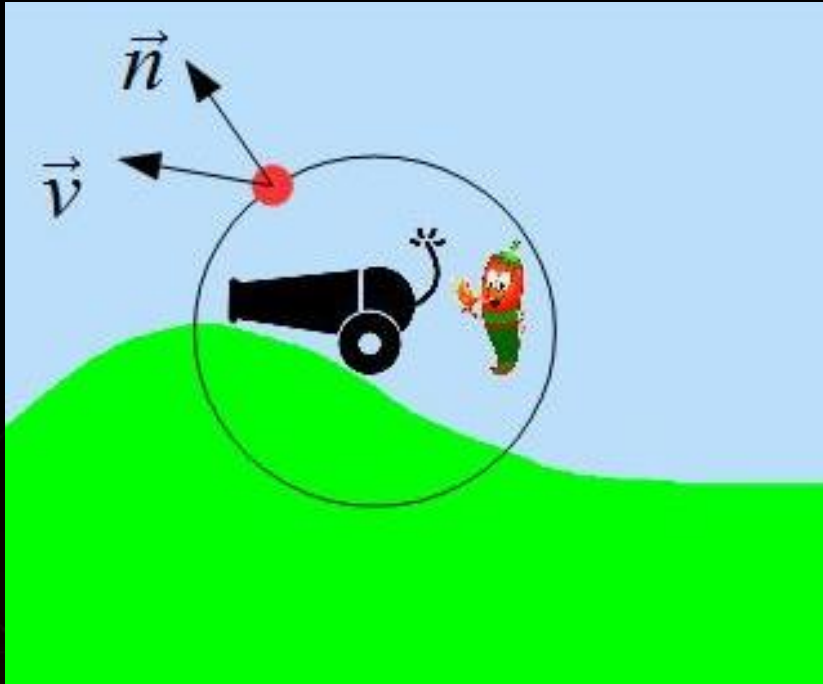
Ditch upon impact



Check whether any player is hit

If $\vec{n} \cdot \vec{v} > 0$, the player is not hit

If $\vec{n} \cdot \vec{v} < 0$, the player is hit



Fancy animations -- explosion



Fancy animations – thunder strike

