

Simulation in Games and Medicine:

Session 05:

Pong 2

<http://physics.medma.uni-heidelberg.de/cms/>

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Preparation

Go through the documentation "Docs > Step by step > Animations" and "Docs > Animation > Introduction to the 2D animation features".

Task

- This task extends the game in the last session.
- Put `robisplash_logo.png` in your game folder.
- Follow the tutorial to make the logo appear at the beginning of the application.
- Modify the logo animation to 2.5 seconds with the following effects:
 - The logo expands from the middle point to the whole scene.
 - Its appearance fades in from completely transparent to completely opaque.
- Update the code so that the ball stays at the middle position when the logo appears.
- Adjust the code so that when the restart button is pressed, the logo disappears and one game starts.