**PL3 Project**

***Project:*** Bouncing Ball.

***Team:***

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***Project Description***

It is a game consists of two paddles (bars) and a ball, the ball is bouncing from bar to another until it passes behind one of the bars so the another bar wins.

***Tools:***

* Haskell.
* Main Library: Gloss.
* Imported libraries:
  + Graphics.Gloss.Data.ViewPort
  + Graphics.Gloss.Interface.Pure.Game

***How to play:***

Player 1:

* Right Paddle.
* Move Up “P”.
* Move Down “L”.

Player 2:

* Left Paddle.
* Move Up “W”.
* Move Down “S”.

***project contribution:***

It helped us to applying math in this project, and have experience in game development.

***Screenshots :***

