Daniel Richardson (B00239486)

1. What grey areas do I have in my understanding with regards to today’s programming exercise?
2. What action will I take to improve my understanding of these areas?
3. What experiments can I invent and undertake to improve my understanding further?

Constantly Accelerating Pong Game

1) I started of today’s labs thinking I would easily be able to create the pong game during the lab sessions, I quickly came to realise that I had left it too long in between now and my last work with OpenGL and starting this small project now emphasised how much work I would have to put in to learning the ins an outs of programming 2D games with OpenGL, After attempting the physics from the lectures and beginning to approach the physics within pong I quickly realised how much of my physics higher knowledge had faded away over the few years I a had been away from a physics problem.

2) I will begin by making sure I have a working version of the pong lab and re-familiarising my self with OpenGL and other libraries and resources that will help me during my time on this module, I will find online guides and tutorials and dig up my old projects from past modules 2D Graphic modules to reteach myself how to approach this kind of lab problem. As to my physics knowledge I would attempt the supplied past paper and others that where available and slowly increase the difficulty of the past papers to keep my mind concentrated on the task.

3) Experiments I could undertake to improve my understanding could include the many demonstrations that are included with the moving man lab, these demos show a great deal of physics problems in effect and spending time

Pong Game testing/edits

1. During testing of the game I found that the ball would sometimes slip behind the rackets an be reset to the middle to test where this was a problem with collision detection or framerate update I added some extra key binding so that when pressed the size of the rackets would increase so that they would eventually fill each side of the screen this left the ball with no option but to collide with the rackets, it was then determined that it was the update rate of the ball that was the problem.
2. To test the collision detection further I introduced multiple ball spawns to the game to see how well it would be handled by the system
3. I also added the ability for the ball to be reset to no speed and for it to be sped up rapidly so I could test higher speeds without having to wait around.