

Assignment 3 :: Basic Game Physics

Task 1: Ball Control

Consider a window in which an object is placed at the lower left corner of the screen. The object is initially stationary. Use your keyboard RIGHT and LEFT button to control the object movement. With the right key, the object should move right and keep on moving right till it reaches the right edge of the window with a minor bounce. Likewise, with the left key, the object should move left and keep on moving left till it reaches the left edge of the window with a minor bounce. Anytime during this movement, if the UP key is pressed, the object should jump up with a certain force and bounce back to position. Note that if the UP and RIGHT, or UP and LEFT keys are pressed in continuation, the ball should follow movement along both the directions.

The object control you will do in this assignment is what you would have seen in the famous bounce game on Nokia phones (before smart phones took over the world)



Deliverables

I need exactly 1 source-code named as follows:

12P-1234-task1.c

Remember that I use Linux. I should be able to compile your code.

Note: Do the code yourselves. Use only concepts studied in class. If your code has more than 70% similarity with other students, there will be penalty marks applied.