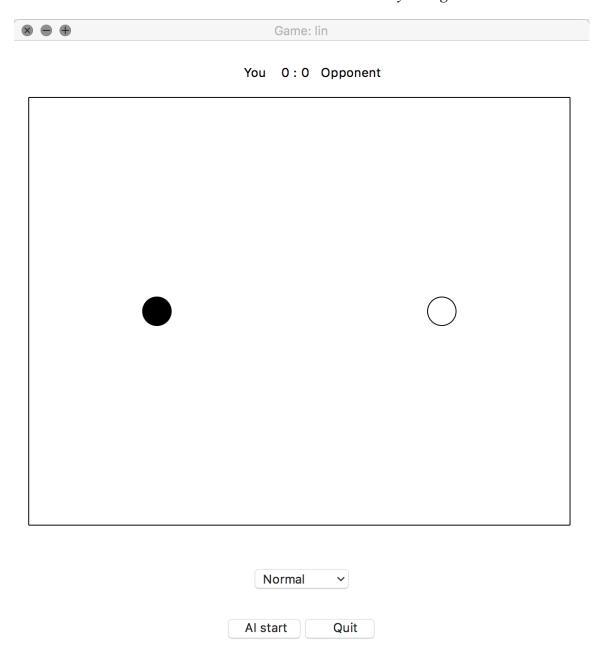
## Introduction of Ball-Hitting Game

by Shenghao Lin and Chaorui Wang

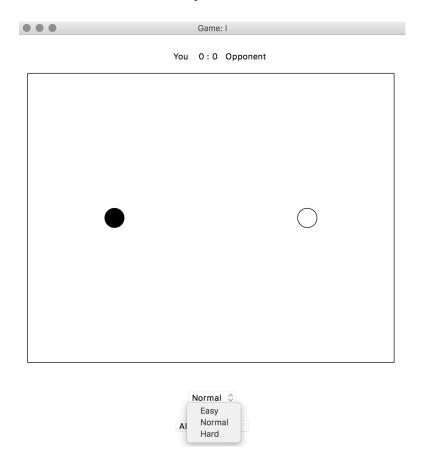


## Overview:

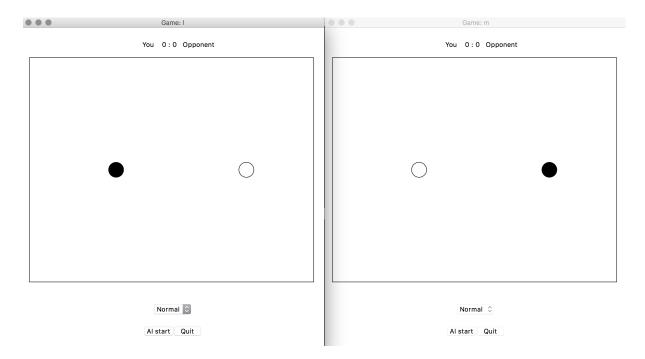
- The aim of the game is to hit the other ball out of the screen, by controlling the move of your own ball.
- Using keyboard to control (accelerate the ball).
- Newton's Laws apply for the game. There is a simple physics engine written in the game.

## Game Modes:

- Playing offline with a friend, and hit his/her ball out of the screen! Using different control settings ('WASD' and 'IJKL' for up, left, down and right commands).
- Playing offline with AI of different difficulty.



Playing online with a friend who is also connected to chat\_server. Enjoy the same game
in different clients!



## Other Features:

 Friend invitation: You can send a invitation to your friend who is also connected to chat\_server and your friend will choose to accept or refuse the request.

 Game History: By "h \_\_peer\_\_" command, you can easily find all game results between you and \_\_peer\_\_. Game result against computers are also available!

```
++++ Choose one of the following commands
    time: calendar time in the system
    who: to find out who else are there
    c _peer_: to connect to the _peer_ and chat
    g _peer_: to play ball game with _peer_ (can play by yourself)
    h _peer_: to check the game history with _peer_
    ? _term_: to search your chat logs where _term_ appears
    p _#_: to get number #> sonnet
    q: to leave the chat system

h m
3 : 0
1 : 0
0 : 0
```

```
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h Computer
2: 0
5: 0
2: 1
3: 0
1: 4
```