Doomball Prototype Notes

**Initial Prototype**

* What is the end goal?
  + Two characters are on the screen, they are static for now.
  + There is a ball that bounces between them, pong style.
  + Each character has a sword, and when the character hits the ball, the ball bounces between them faster.
  + When the character does not time the hit correctly for the ball, they take damage.
* Potential Solutions for Initial Prototype
  + Have the ball essentially be the main object of the scene. It seeks collision boxes and decides what to do with them. Not sure how signals work if the ball is emitting signals to itself (Don’t do this. Puts too much on the ball script).
  + **Have the two characters emit signals saying, “you hit me!”.** 
    - This solution works for the player character for now. Player connects to the ball whenever the player is hit.
    - Need to figure why it doesn’t work for the wall. Might need to program the wall like the character. Right now, the ball goes through the wall, it doesn’t hit it and stop like it did before coding the player character. Need to
    - Basically, have the two players be signal emitters for when they hit, and get hit. They just emit signals, and the rest of the game listens to the signals they emit.
    - So the ball listens to the player’s hit.
    - The health and game manager listens for when the player gets hit.