

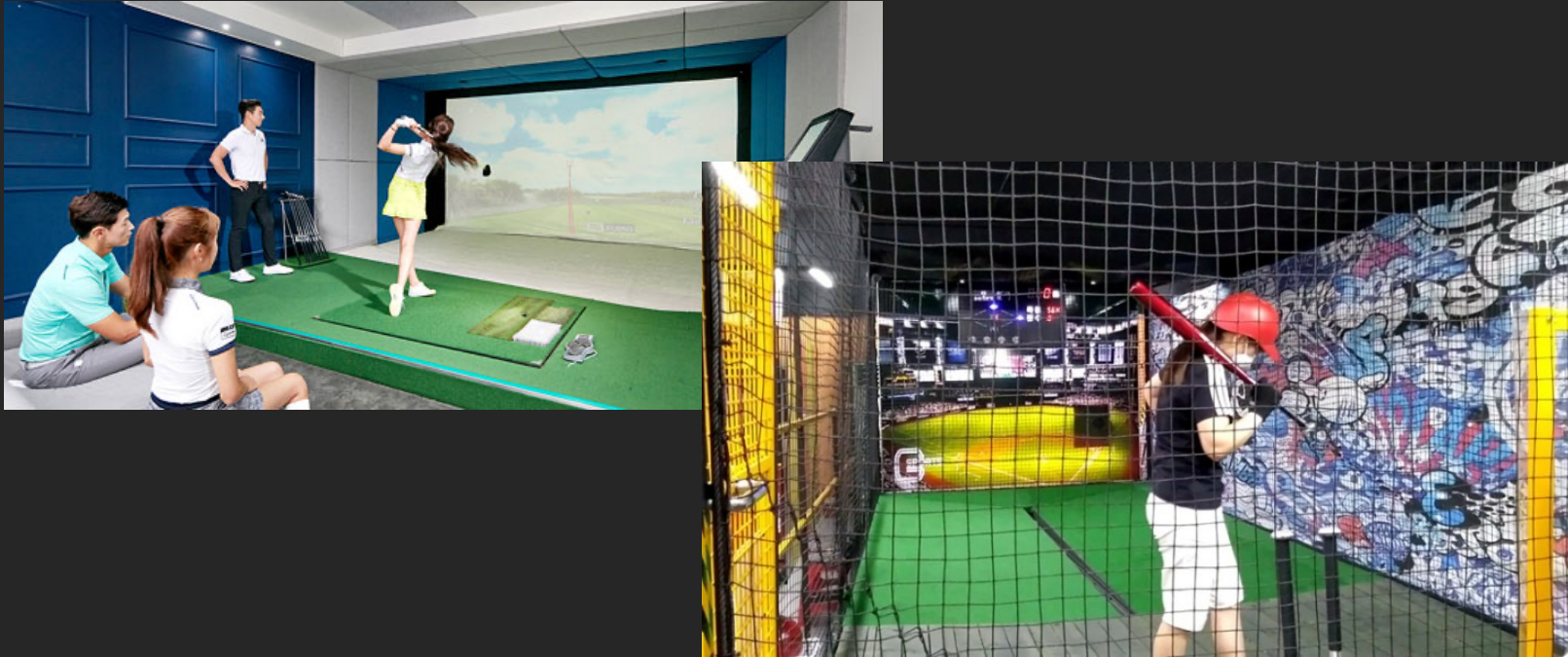
# SCREEN BASEBALL

Creative Algorithms Project #10 \_ ML-based Creative App

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# 1. MOTIVE

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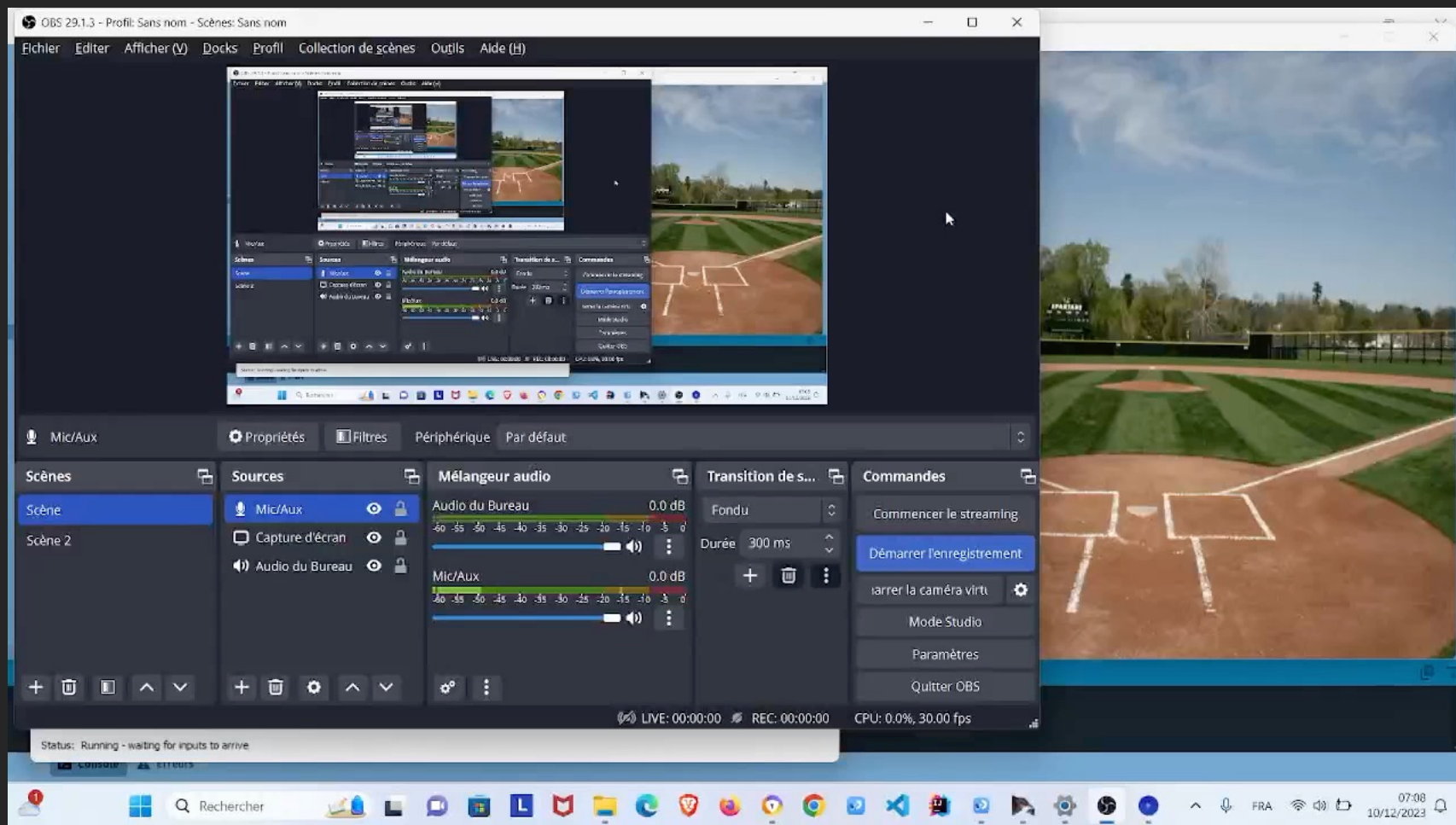
It was inspired by screen golf to create this. Our team set a goal to make it possible to play baseball **on a screen**. Unlike screen golf, played alone, “screen baseball” is designed to allow for interaction between two people.

## 2. DEMONSTRATION (Playing game)

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## 2. DEMONSTRATION (Processing/Wekinator screen)



# 3. CODE

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## Function to throw the ball

```
void Ballcomming(){

    xPositon += speedX;
    yPositon += speedY;

    if (xPositon > width + diameter / 2 || xPositon < -diameter / 2 || yPositon > height + diameter / 2) {
        xPositon = width / 2;
        yPositon = 100;
        diameter = 10;
        randomizeSpeed();
        mouseClicked = false;
    }
    diameter += 2.5;

    if (mouseClicked) {
        image(baseballImage, xPositon, yPositon, diameter, diameter);
    }
}
```

# 3. CODE

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## Function to hit the ball

```
void Ballhitting(){
    xPositon -= speedX;
    yPositon -= speedY;

    if (xPositon > width + diameter / 2 || xPositon < -diameter / 2 || yPositon < 400) {
        xPositon = width / 2;
        yPositon = 700;
        diameter = 90;
        randomizeSpeed();
        spacebarPressed = false;
    }
    if(diameter<0){
        spacebarPressed = false;
    }
    diameter -= 2.5;

    if (spacebarPressed) {
        image(baseballImage, xPositon, yPositon, diameter, diameter);
        mouseClicked = false;
    }
}
```