**Air Hockey**

**CS 480 - Graphics**

**PA9**

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# Controls

# Gameplay

(put screenshots here)

# Notes

# Extra Credit

# Technical Issues

* SDL vs GLUT

Our code utilized SDL for previous projects--however, we determined that this would be insufficient for fulfilling the requirements of the project compared to GLUT. This is specifically due to the fact that GLUT handles menus much more easily than SDL. Therefore we decided to re-implement GLUT for this project, and remove SDL as a dependency.