

Assignment: 1 Game Programming COMP- 4478FDF

It is a 2 player squash game created by using haxeflixel.

Initially, in the playstate.hx file I have add the coding part of the game including (speed of ball, paddles,and all the necessary other part of the coding is done).

Secondly, I have created the three source files for coding of ball,paddles and the background.

After which, I have added the images of ball,paddles ,background as well as the sound of ball striking the border and the sound of winning or losing a point under the assets file.

Lastly, we will text our game in the neko.