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Course Code : SS 342

Course Name : ITS

Practical Title :

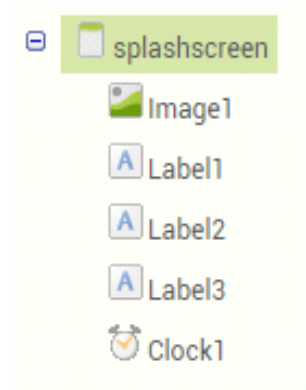
## BOUNCE THE BALL

Practical Description :

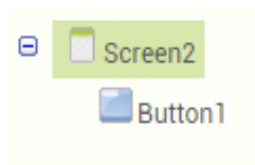
In this game I have taken a ball which will move on the y-axis (i.e up and down). When the user taps anywhere on the screen the ball will move on the upward direction by a specific distance and the will again come down. There is a timer associated with the score board therefore, The score will increase with a given specific time . There are hurdles which comes towards the ball and the user has the prevent the ball from touching the hurdles. The hurdles will move on the x-axis . There is a timer associated with the hurdles so that they move towards the ball at a specific time interval. When the ball touches to any of the hurdle , A notification will be shown that the user has lost and the score will turn to zero.

## Component Used :

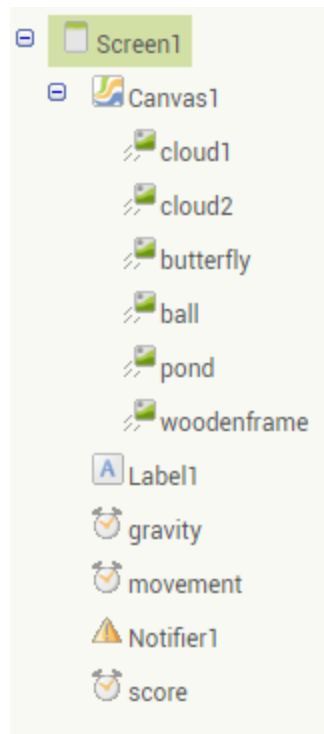
For Splash Screen -



For Screen 2 -



For Screen 3 -



## Practical Outcome :

Firstly the Splash Screen will be shown for 10ms as I have kept the clock timer. Then it will be showing the Second screen which contains a button of "Start Game". When we click start game the Third screen which contains the actual game logic and components will open. When the ball touches any of the hurdles ,A notification will be shown which will tell about the game is over and the Screen 2 will be shown again.

