My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

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| Game in which you bounce a ball and try to score as many points as you can by hitting all the dots. There are three balls, and if they all fall the game ends. If you succeed in hitting all the dots, there is celebratory confetti.  Pseudocode:   * Declare all classes * Declare variable for determining game state * Initialize and call the objects/arrays * Draw the background * Initialize and call classes * Write switch for the game states * Draw different screens |

Where will the inventory skills be demonstrated? List every one to be sure you’ve included them.

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| * 1-3 used to draw the visual elements of the game * 4 execute different lines of code depending on the game state * 5 draw the background * 6 calculate intersection between the ball and the dots * 7 call a new ball, shoot the ball * 8 used in initializing arrays * 9 used to define class items * 10 parameter for conditionals * 11 used to debug the program, give instructions to the user * 12-14 determine whether a Boolean statement is true, when the ball intersects with the dots * 15 switch for game states * 16 initializes and calls classes, changes score display * 17 creating rows of dots * 18 preventing other game states * 20 class functions for displaying objects * 21 class functions for the intersection of the ball/dots * 23 temporary object locations * 24 function for ball/dot intersection * 28 ball class * 29 balls, dots, confetti * 30 constructor for the score location * 33 used to create the celebratory particles * 34 create the dots * 35 dots, particles classes * 36 removing dots intersecting with ball * 38,39,41,43 used to calculate the trajectory of the ball * 40 ball/dot * 19, 22, 25, 26, 27, 31, 32, 37, 42 are questions to be answered throughout the process | | | |
| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| What will I deliver?  Create the base mechanic of the plank and the bouncing ball | Create the dots and write code for the intersection | You are strongly encouraged to deliver your finished game at Milestone 3.  Write code for displaying the score, write code for switching between game states and confetti | Draw the starting screen and game over screen, come up with a name |
| Which inventory skills will this demonstrate? List them.  1,2,3,9,17,23,27,28,29,30, | 4,5,6,8,11,12,13,14,16,20,21,24,36,38,  39, | 7,10,15,18,19, | 22,25,26,31,32,37,42 |
| 33,34,35 | 40,41,43 |  |  |
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| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** |  |