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Air Hockey

Technical Manual

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Issues

- On some machines, the program has trouble loading a texture (image) file that is there when the program had been compiled on a different machine
- Collision bodies not precisely matching the objects in some cases, causing a slight variation in the coordinates of goals
- AI opponent should be refined to exhibit a more real human-like behavior

What Could Have Been Done Better

- The shape of the hockey table should be rounded in corners, instead of a rectangle
- Precise collision shape should be used to ensure precise collisions that exactly matches the rendered screen
- Scores should be displayed in the game screen instead of being displayed in console