

Class 15: Assignment 3 - Files and stats

Programming for VR I

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Don't forget

- ▶ Exam next week
- ▶ Covers everything we've seen so far
- ▶ Variables
- ▶ Functions
- ▶ Lists
- ▶ Keyboard and mouse interactions
- ▶ Classes
- ▶ Stats
- ▶ Processing

Practice for exam

- ▶ Code up a smoke simulation, add some mouse interaction
- ▶ <https://www.youtube.com/watch?v=UcdigValYAk>
- ▶ The tutorial is in p5.js (Processing for javascript)
- ▶ Do the assignment!

Last 2 classes

- ▶ Files and stats

This assignment

- ▶ Continue brick and paddle game
- ▶ Paddle bouncing
- ▶ Files and stats

End result

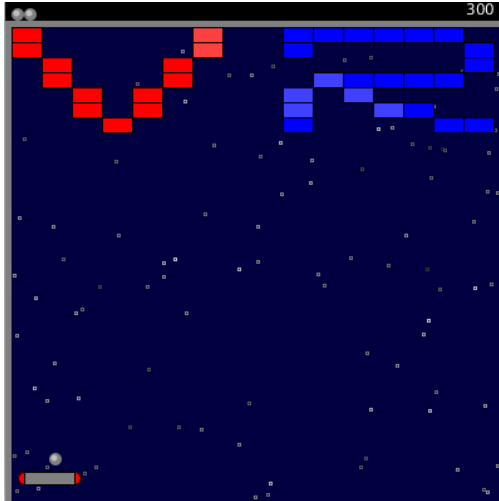


Figure 1: Brick and paddle game

MVP features

- ▶ (2 points) Paddle collision reverses momentum of ball and moves it out of the way
- ▶ (2 points) When paddle is moving, imparts momentum on ball
- ▶ (2 points) Load brick layout from file, with blue and red bricks
- ▶ (2 points) Display the number of balls, score (100 for blue, 200 for red).
- ▶ (1 point) 3 lives, restart or win screen at the end with stats
- ▶ (1 point) Posted on Github

End stats



Figure 2: Brick and paddle game

Loading a custom level

- ▶ You can read a file line by line using `readlines`
- ▶ Strings can be accessed much like lists:

```
a = 'hello'
print(len(a))
>>> 5
print(a[1])
>>> 'e'
```

Assignment

- ▶ Due by next Tuesday AM
- ▶ 4 teams
- ▶ (+2 points): Bonus feature of your choice