

# Supplementary assignment I

Programming for VR I

Patrick Mineault

# Goal

- ▶ Create a mini-game, hexagon ball
- ▶ <https://youtu.be/5tMZaPQ0Xos>

# Elements

- ▶ hexagon
- ▶ turns with left and right keys
- ▶ ball
- ▶ ball moves toward the center
- ▶ the ball can either touch the hexagon or go through the gap
- ▶ when the ball goes through the gap, it returns to the side, scoring one point
- ▶ hitting the ball on the side of the hexagon ends the game, resetting the score to zero
- ▶ score in the top left

## Hint

- ▶ Use trigonometry to figure out whether ball is passing through the gap
- ▶ OR look at the pixel directly under the ball

# Assignment

- ▶ post on Github
- ▶ Due in two weeks
- ▶ Final score =  $\max(\text{exam}, \text{hexagon\_ball})$