By: Daniel Petersén
95-08-21-1050

Malmö University
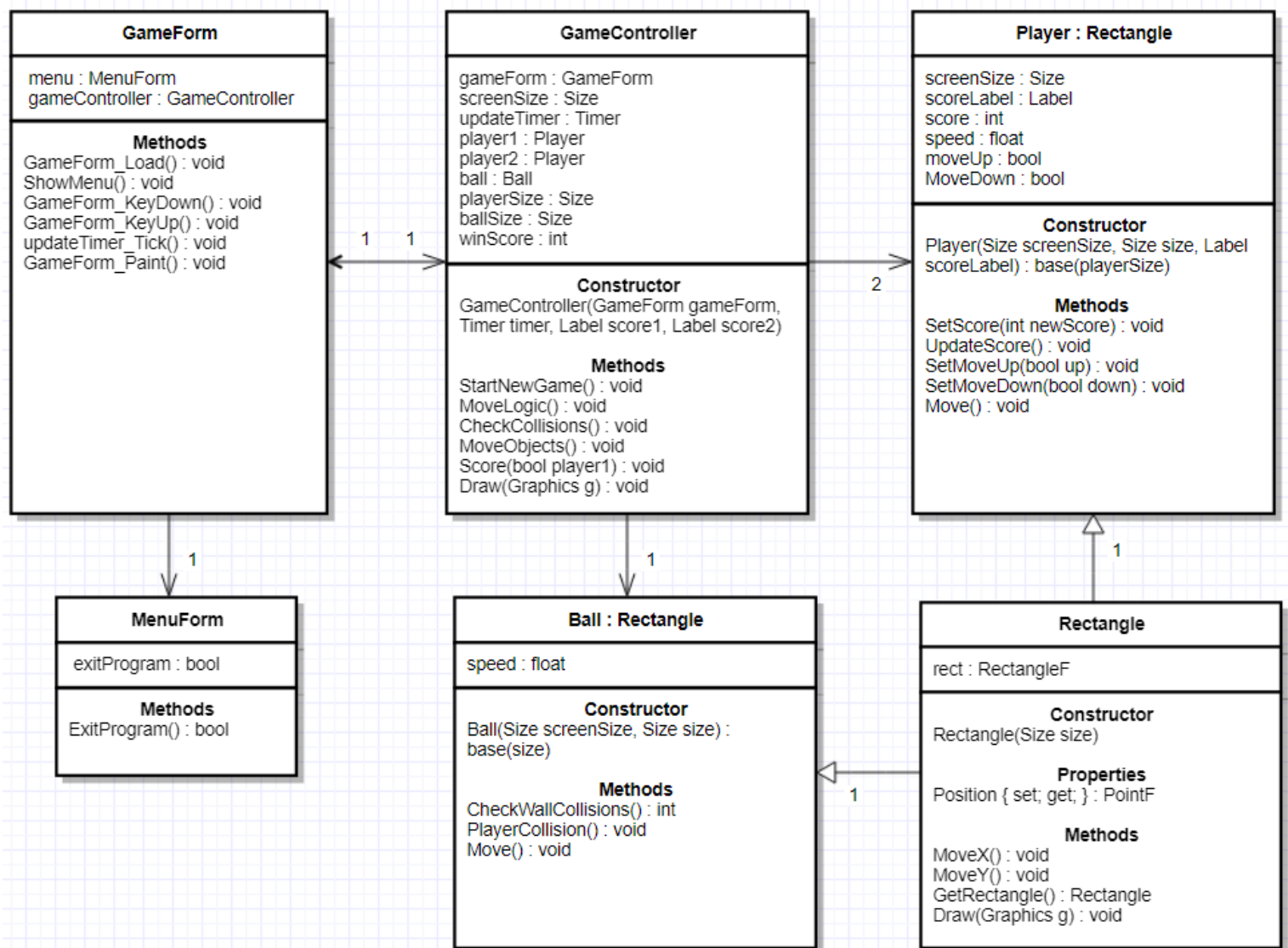Faculty of Technology and Society

Ping Pong

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Summary

I choose this game because not only will it be a lot of fun to program. It will also challenge me to do something on my own. Which is great in my opinion because you never become a good programmer if you only do stuff that you are told to do. Same goes for most subjects out there.

The game itself is created to be played by anybody who finds it on online at https://github.com/Xisthename. Inspire people to programming is the other reason. When people see something that's fun to play and not that complicated of a program, they will be more likely interested of it.

Class Diagram

GameForm

menu : MenuForm
gameController : GameController

Methods
GameForm_Load() : void
ShowMenu() : void
GameForm_KeyDown() : void
GameForm_KeyUp() : void
updateTimer_Tick() : void
GameForm_Paint() : void

GameController

gameForm : GameForm
screenSize : Size
updateTimer : Timer
player1 : Player
player2 : Player
ball : Ball
playerSize : Size
ballSize : Size
winScore : int

Constructor
GameController(GameForm gameForm,
Timer timer, Label score1, Label score2)

Methods
StartNewGame() : void
MoveLogic() : void
CheckCollisions() : void
MoveObjects() : void
Score(bool player1) : void
Draw(Graphics g) : void

Player : Rectangle

screenSize : Size
scoreLabel : Label
score : int
speed : float
moveUp : bool
MoveDown : bool

Constructor
Player(Size screenSize, Size size, Label
scoreLabel) : base(playerSize)

Methods
SetScore(int newScore) : void
UpdateScore() : void
SetMoveUp(bool up) : void
SetMoveDown(bool down) : void
Move() : void

MenuForm

exitProgram : bool

Methods
ExitProgram() : bool

Ball : Rectangle

speed : float

Constructor
Ball(Size screenSize, Size size) :
base(size)

Methods
CheckWallCollisions() : int
PlayerCollision() : void
Move() : void

Rectangle

rect : RectangleF

Constructor
Rectangle(Size size)

Properties
Position { set; get; } : PointF

Methods
MoveX() : void
MoveY() : void
GetRectangle() : Rectangle
Draw(Graphics g) : void

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Project Plan

	November										December													Januari				
	26	27	28	29	30	1	16	17	18	19	20	21	22	23	25	26	27	28	29	30	2	3	4	5	6	7
Project Proposal																										
GUI - Menu																										
GUI - Game Layout																										
Class - Rectangle																										
Class - Player																										
Class - Ball																										
Class - GameController																										
Testing																										
Submission																										
Eventual completion																										