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Currently the pong game is the only program that is working. You start the pong game by compiling and running it. If you hover the mouse over the how to play button it will give you a demo/description on how to play the game. You press the start button to begin the game. Your player is on the left side. You move the paddle up and down using the arrow keys (up and down). The first player to 10 points wins. You can hit the 'P' button on your keyboard to pause the game. In the pause menu you can either restart the game or also see how to play the game (how to play button). Once there is a winner, a new page will be displayed and you can hit the restart button to start the game over again.

The program is commented and is an excellent example of an object-oriented design. This program also uses event driven programming -using `KeyListener`, `MouseListener`, and `MouseMotionListener`. This program also utilizes threads. Threads are made for the start screen, the main game (when your playing), and the pause menu (when you hit the p button). The data structure that I used for this program was an Array to hold the key values (when they are pressed(held) and released). This program also utilizes the `KeyListener`, `MouseMotionListener`, and `MouseListener` interfaces to satisfy the use of an interface/abstract class.

The group utilized github for collaboration on the project. We did not utilize branching for version control. We didn't seem like we need to branch when working on the project. I would regularly email my partners and tell them whether they needed to pull from the main branch of the repository or not.