

**Team:**

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## Final Project Report

**Completion Status:**

- Scoring Rules

We modified the scoring rules from a 3-lives system to an infinite-rounds system.

We found that allowing infinite rounds made the game more enjoyable.

However, the game still records the highest survival time.

- Graphics

We successfully designed the game environment to look like a Squash court. The ball is textured to look like a tennis ball and the paddle is the racket.

- GUI

We display the current round's score in the GUI along with the high score.

- Control

We have controls to control the paddle's position and angle. We have buttons to mute/unmute sound and quit the game.

- Sound

We planned to implement 3 sounds in the game. All 3 were implemented successfully.

- Physics

We implemented physics and collision detection using the Bullet library. We found getting the ball to bounce to be unexpectedly difficult.