**Program Name:** Perpetual Accelerated Motion

**Description:**

The program is a multi-map collider game. You control a ball with the arrow keys to accelerate or decelerate obeying Newton’s laws of motion. The object is to hit the other balls as many times as possible within 60 seconds. Motion is accelerated or decelerated by using the arrow keys. There is a cheat code where you can drag your ball with your mouse to anywhere on the screen. The laws of Newton do not apply. The game has 3 maps you can play in and has a full navigation system as well a help menu.

**Project Timeline**:

Provided via Gantt Chart is provided in the attached **Perpetual\_Motion\_Gantt\_Chart.xlsx** spreadsheet.