A’Shaun Thomas

Nicholas Pennington

Christopher Kieser

Progress Report

We have accomplished a running game currently, though the differences from the original game aren’t easily distinguishable yet. We’re going to add in a title screen, different paddles either player can select and powerups that randomly spawn on the map as well. Other than adding features, we may need to change the game engine, since Thread isn’t safe for JFrames. There’s a variable time-step game loop algorithm I have been studying for a while and think it would be suitable for a project of this caliber. Along with these changes, a feature for paddles to move forward and “bump” the ball, adding to its velocity, would be ideal. For powerups, a heavy review of circular linked lists will be necessary, along with a deeper understanding of event-listeners in Java for the paddle select screen. We’ve learned to use Github, which increased our production exponentially, and are on a good path for completing version one of this project.