**Haramball**

**PA10**

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**Overview:**

**Dependency Instructions:**

* For both of the operating systems to run this project installation of these three programs are required [GLEW](http://glew.sourceforge.net/), [GLM](http://glm.g-truc.net/0.9.7/index.html), and [SDL2](<https://wiki.libsdl.org/Tutorials>).
* This project uses OpenGL 3.3. Some computers, such as virtual machines in the ECC, can not run this version. In in order to run OpenGL 2.7 follow the instructions at [Using OpenGL 2.7]( <https://github.com/HPC-Vis/computer-graphics/wiki/Using-OpenGL-2.7>)
* This project uses Assimp 3.2. Instructions for downloading and running Assimp can be found at [Main Downloads](http://www.assimp.org/main\_downloads.html)
* This project uses ImagicMagick 6.8.9-9. Instructions for downloading and running ImageMagick can be found at [Install Source] (<http://www.imagemagick.org/script/install-> source.php)
* This project uses Bullet 2.86. Instructions for downloading and running Bullet can be found at [Releases](<https://github.com/bulletphysics/bullet3/releases>)

**Extra credit options:**

* Top 10
* Bouncy Bumpers
* Press and hold space bar to increase ball power for launch
* Ball count display in game
* Used all btConvexHullShape and btTriangleMesh for all objects with rigidBodies

**Sections:**

User Manual

Build Instructions

Technical Manual