Final Group Summary

Interface
To complete the interface I needed to set out the layouts of buttons and incorporate Action Listening and Internal Frame Listening. When each button was clicked an action was performed. The member or Team Java who completed this was Chris Bell.

Special Features
To set this out I needed to create JLabels and display Images within them. By doing this I created a graphic interface so that the user could see what his ball would look like in the game. I did this also with the paddle. Chris Bell created these special features for use in conjunction with David Terei's work.

Modifications
The modifications included the AI of the computer controlled paddle, the Practice wall and the 1 player ability. To create this AI I had to predic t where the ball was going to move. Once this was achieved I could implement it into the program so that the AI was controlled. The brick wall is an elongated paddle that I have used and manipulated to stretch out and as a barrier, to hit the ball against. All these modifications were undertaken and completed by David Terei.

Main Program
The core engine behind the paddle wars game, consisting of the paddleWars class, ball class, intercept class and intercept class. This is just the basic core around which the rest of the program operates and is structured. The hardest part of this was the use of calculas for the corner of paddle's reflection. Mainly done by David Terei.

Special Bonuses
This is pretty much all the size and speed variables placed on all the paddles and balls, and mainly the bonusManager class. This was mainly done by David Terei, but with many of the ideas coming from Chris Bell.