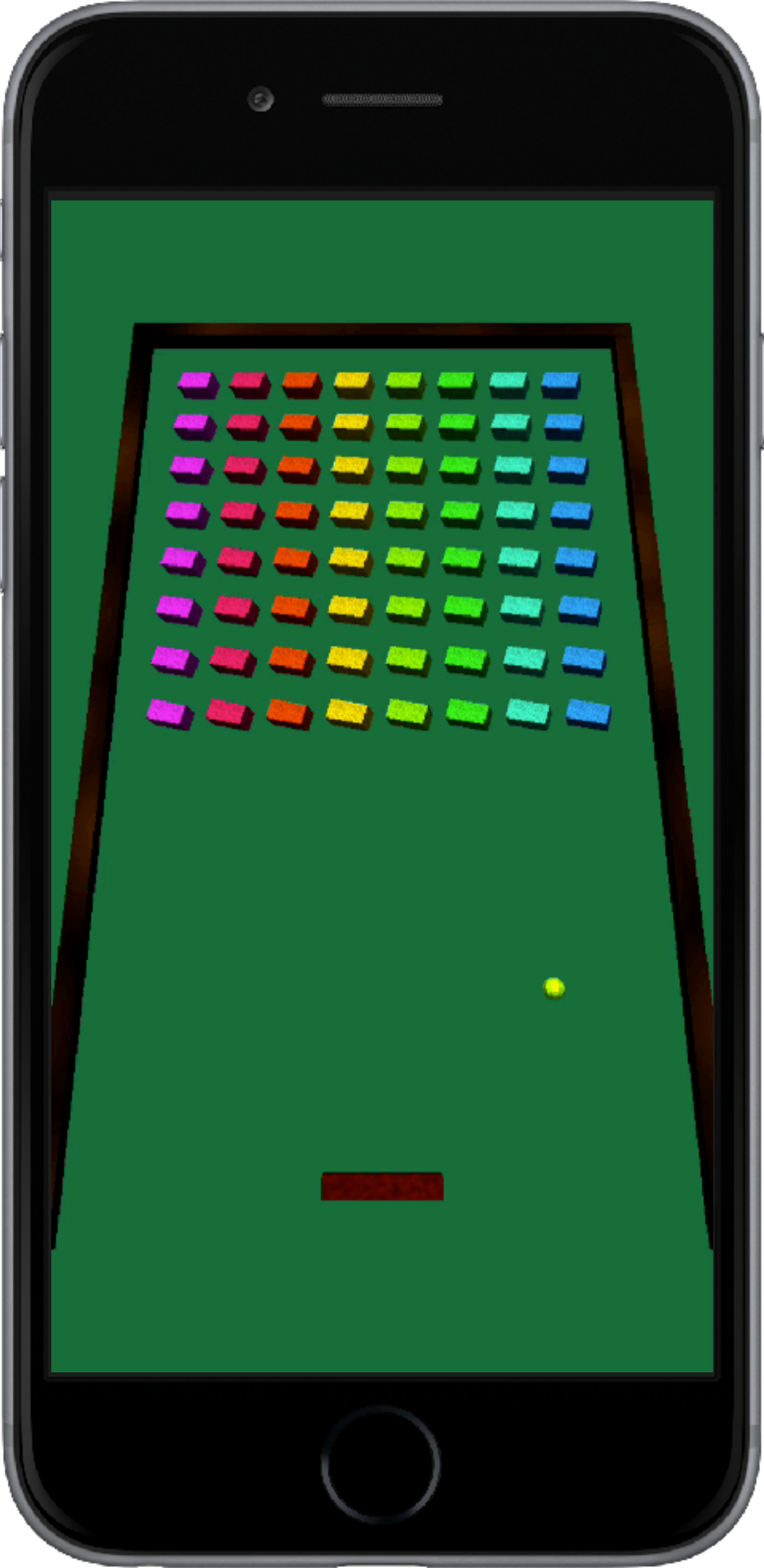


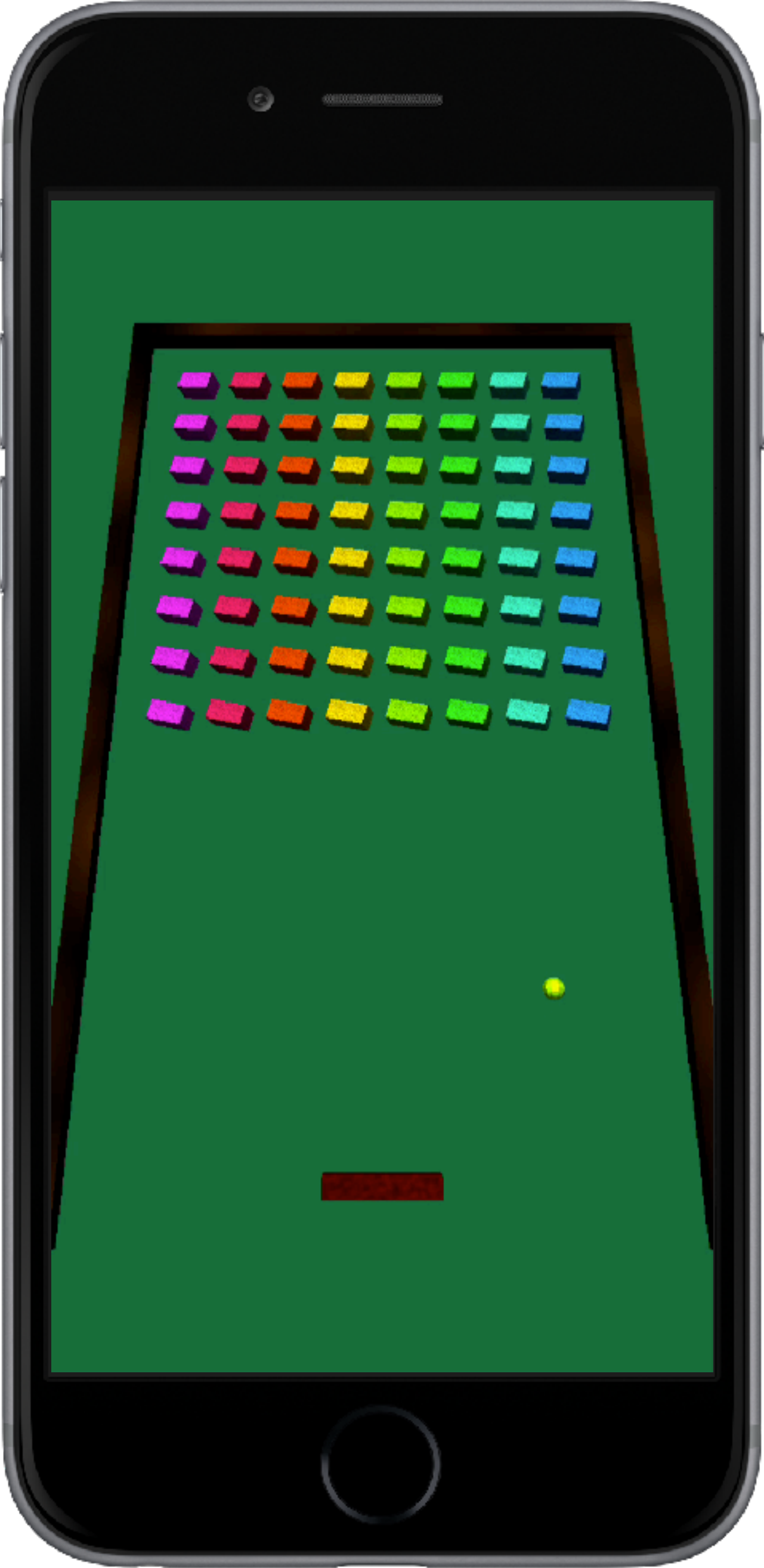


BEGINNING METAL



PART 14: MAKING A GAME (2)





GAME PLAY



GAME PLAY

► Move paddle

- Ratio of game units to screen units



GAME PLAY

- ▶ Move paddle
 - ▶ Ratio of game units to screen units
- ▶ Move ball with velocity
 - ▶ Bounce reverses velocity in that direction

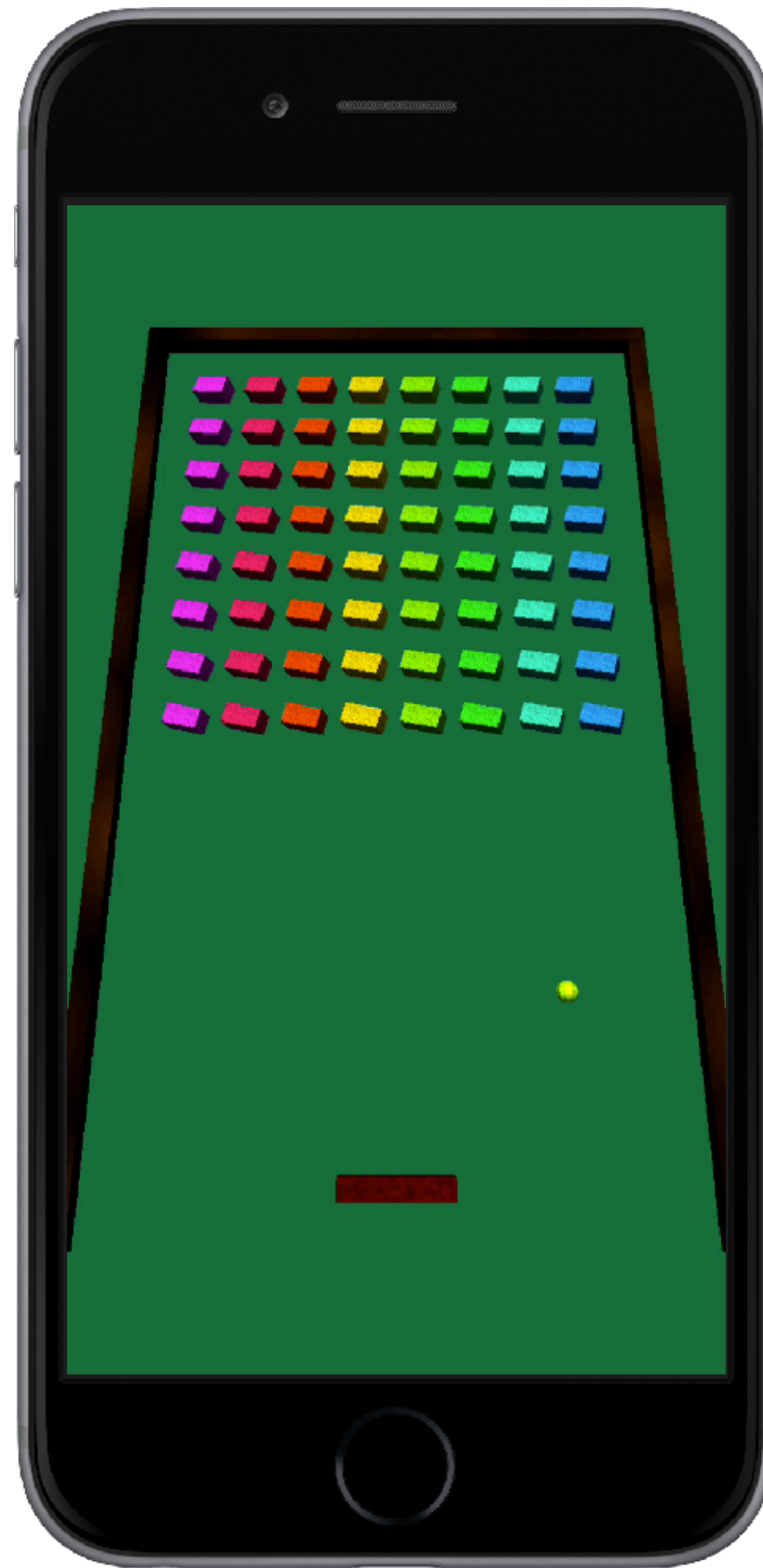


GAME PLAY

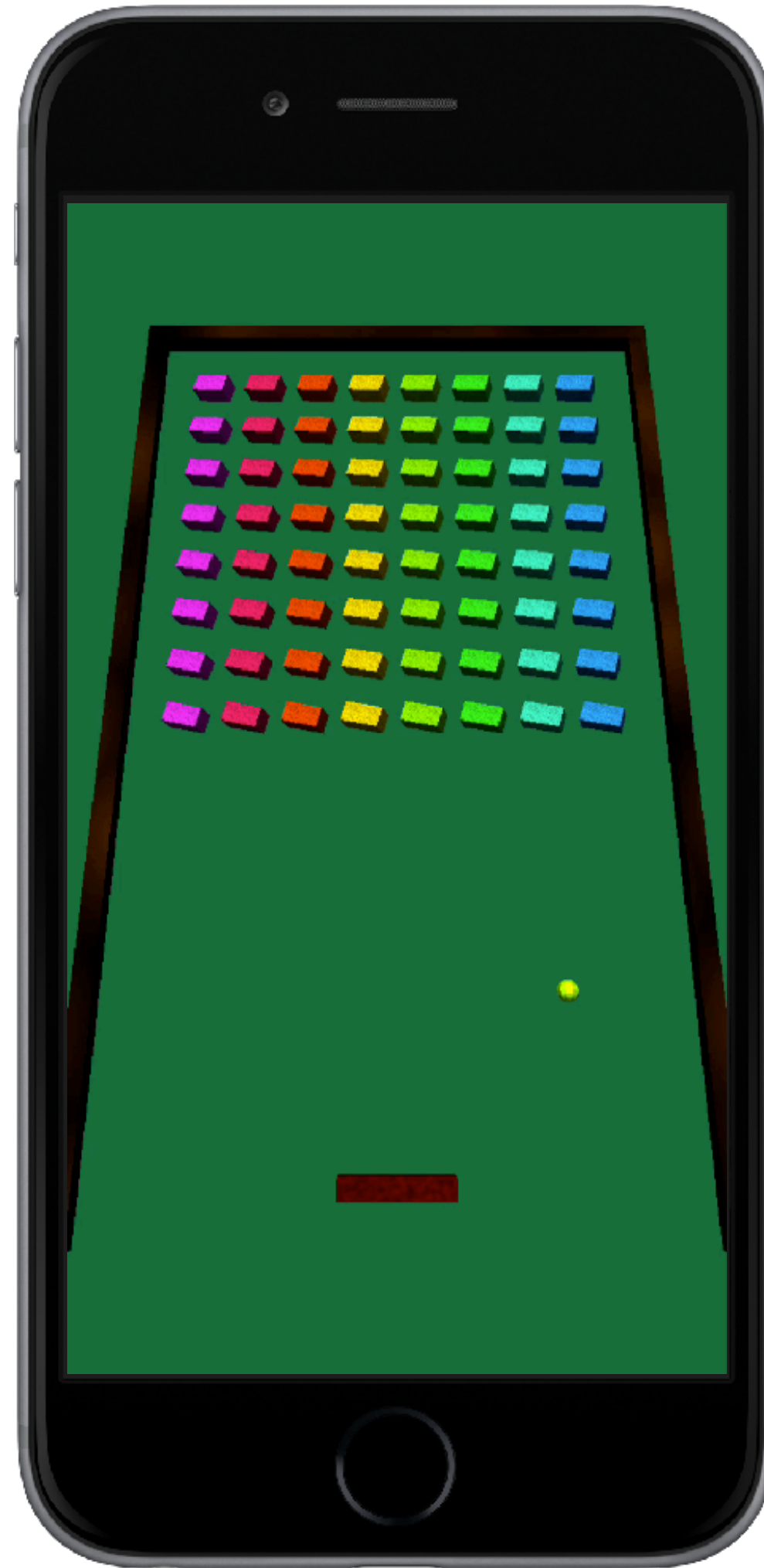
- ▶ Move paddle
 - ▶ Ratio of game units to screen units
- ▶ Move ball with velocity
 - ▶ Bounce reverses velocity in that direction
- ▶ Collision checking
 - ▶ 2D bounding box for each object



DEMO



DEMO



CHALLENGE TIME!



CHALLENGE TIME!

