

Assignment 1: Pinball 2

This game concept is taken from a popular game Pinball. I develop this game using another type of object not exactly pinball so I called it Pinball 2, the second version of Pinball.

For running this game in Processing, you need to install some library, if this is not available in your processing. For playing the sound here I am using minim, please install it on your processing software.

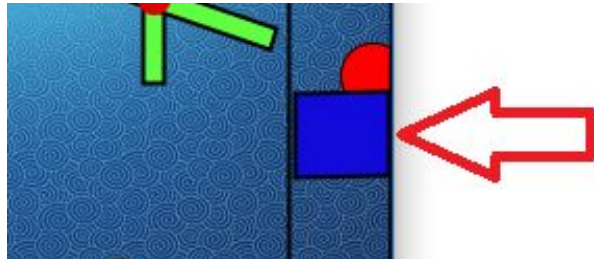
How To Play and Get Your Score

Step 1 Play this game and the first window of the game looks like -



Here you can see some circle, windmill, flippers, pinball, and box.

Step 2



To play this game, you can click this blue box and hold not release your mouse then apply force this box to move the ball and then release your mouse. Next, you see the window looks like this-



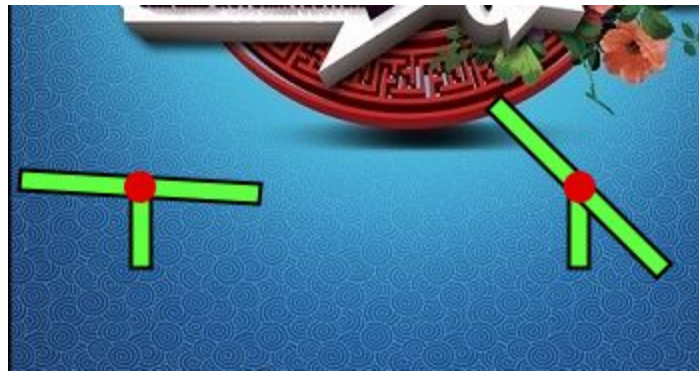
Yes, you are done and see the window where your pinball is moving.

Step 4 Score



Here you can see for the first time your score is 0. If your ball hit the circle you will get 50 scores every time.

Step 5



Here you see some windmill, if your ball hit this windmill, you will get 10 scores for every hit.

Step 6



Finally, this is the most important part for you where you can save your life by using this flipper. L means Left flipper and R for Right Flipper.

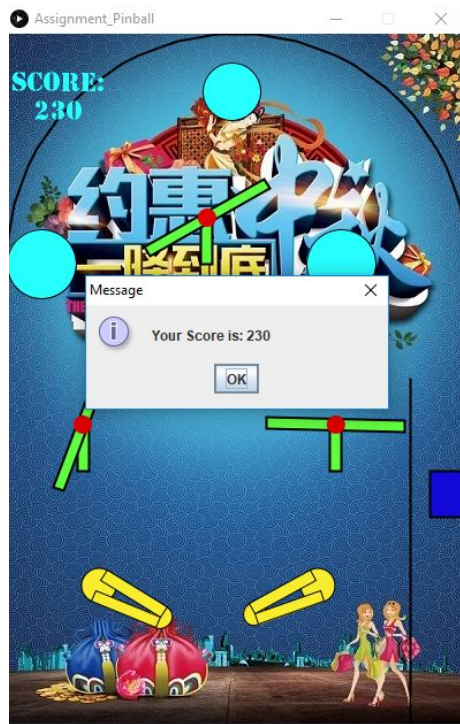
To control the left flipper you can use keyboard “Left Arrow Key”.



For right flipper, you can use the keyboard “Right Arrow key”.



Step 7



And finally, when your ball drops the game is over and you will get your total score. Here my score is 230.

Thank you for your concentration and enjoy the game.

References

1. The Nature of Code -- Daniel Shiffman (<http://natureofcode.com>)
2. For Background Image
(<http://www.51yuansu.com/bsearch/katongzhongqiuzi.html>)
3. Get idem from Pinball Game.
4. Also, get some code from Github (<https://www.github.com>).
5. StackOverflow (<https://stackoverflow.com/search?q=pinball+processing>)
6. Sound From Google