



Air Hockey

Grzegorz Kokoszka

Jakub Mendel

Piotr Okoń

Kamil Wojciechowski

Podział prac

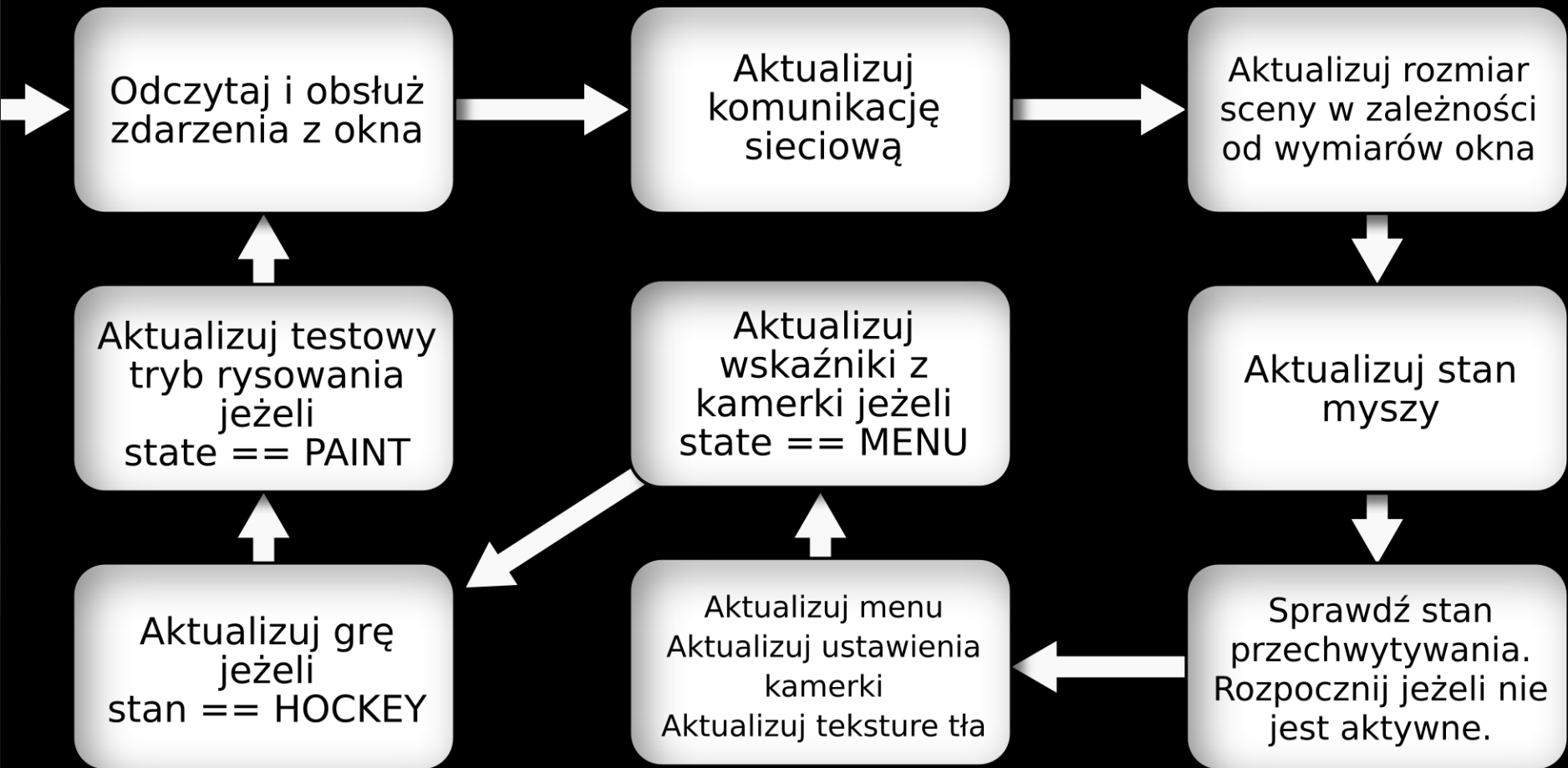
- Jakub Mendel – szkielet aplikacji oraz UI.
- Piotr Okoń – Logika gry
- Grzegorz Kokoszka, Kamil Wojciechowski - realizacja multiplayera.

Zrealizowane aspekty gry

- Podstawowa fizyka oraz graficzny interfejs gry
- Możliwość gry dwuosobowej – side by side
- Tryb gry sieciowej (lan)

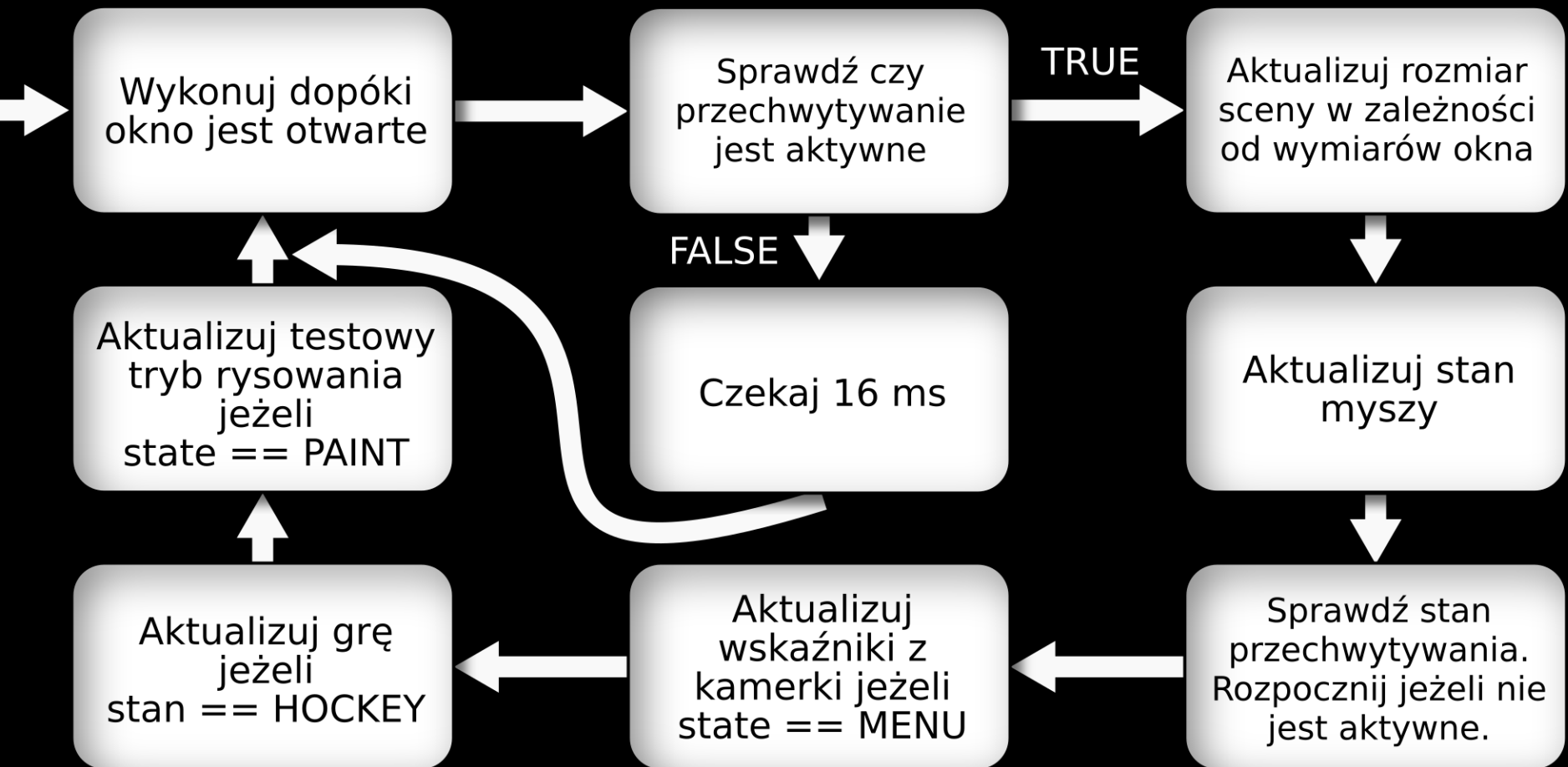
Sposób działania programu

Główny wątek



Sposób działania programu

Wątek pomocniczy



Klasy

Komenda : `cat *pp | uniq | wc`

Ilość linii kodu : 6257

Ilość słów : 13409

Ilość znaków : 147749

a

AIController

b

Ball

Broadcaster

ButtonView

c

CameraPointer

CamPoint

Client

Conf

ConfCapture

ConfDetector

ConfigurationManager

ConfigurationObjects

d

DynamicObject2d

g

Gate

h

HaveAction

HaveActionHelper

HaveActionHelper< void >

HaveEnabled

HaveFocus

HaveHover

HaveName

HavePressed

HaveVisible

Hockey

i

LanControllerClient

LanControllerServer

m

MenuButton

MenuDefaultsAsk

MenuHockey

MenuHockeyConnectServer

MenuHockeyCreate Server

MenuHockeyCreate SideBy Side

- MenuHockeyLobby
- MenuHockeyMulti
- MenuHockeyWin
- MenuMain
- MenuOptionsFirst
- MenuOptionsSecond
- MenuPaint
- MousePointer

n

- Networking

o

- Object2d

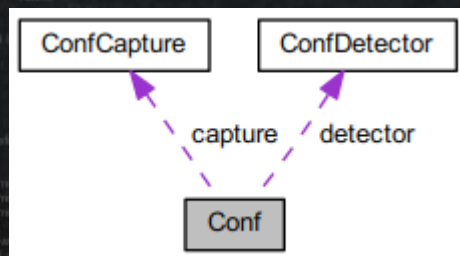
p

- Paddle

- PaddleController**
- Pressable**
- Program**
- s**
- Server**
- t**
- TextInput**
- TrackBar**
- TrackBarBase**
- u**
- UniPointer**

iswgame = true; // will be set false if a dam

Zależności klas



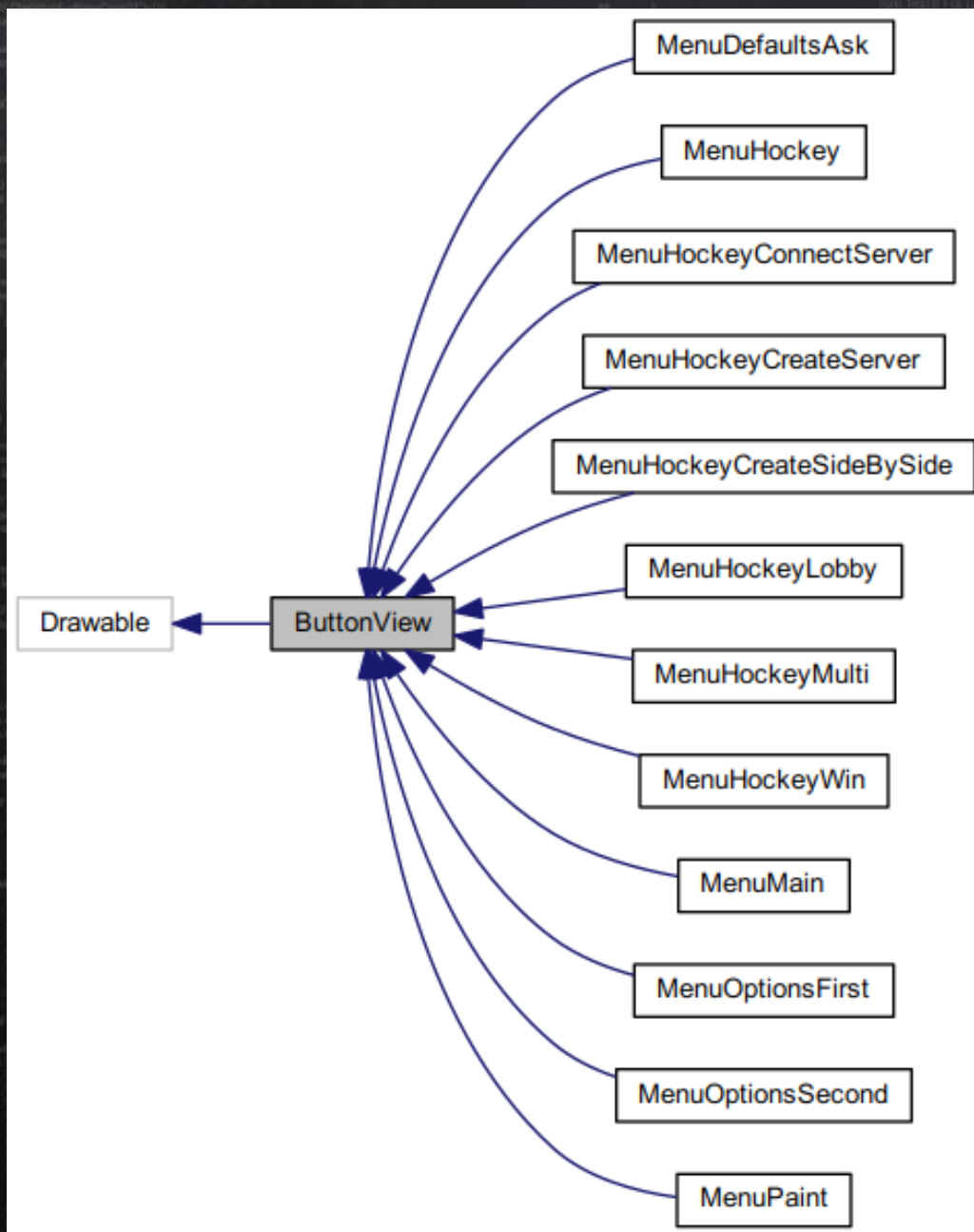
ConfigurationManager

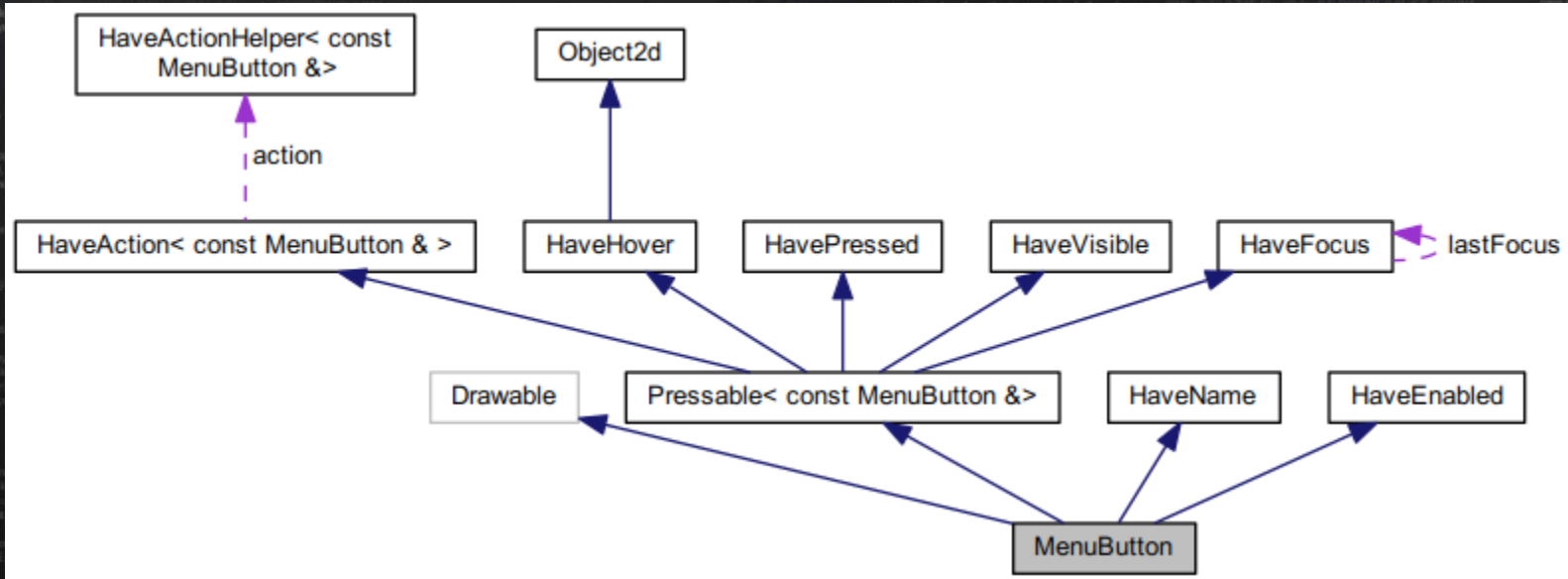
ConfigurationObjects

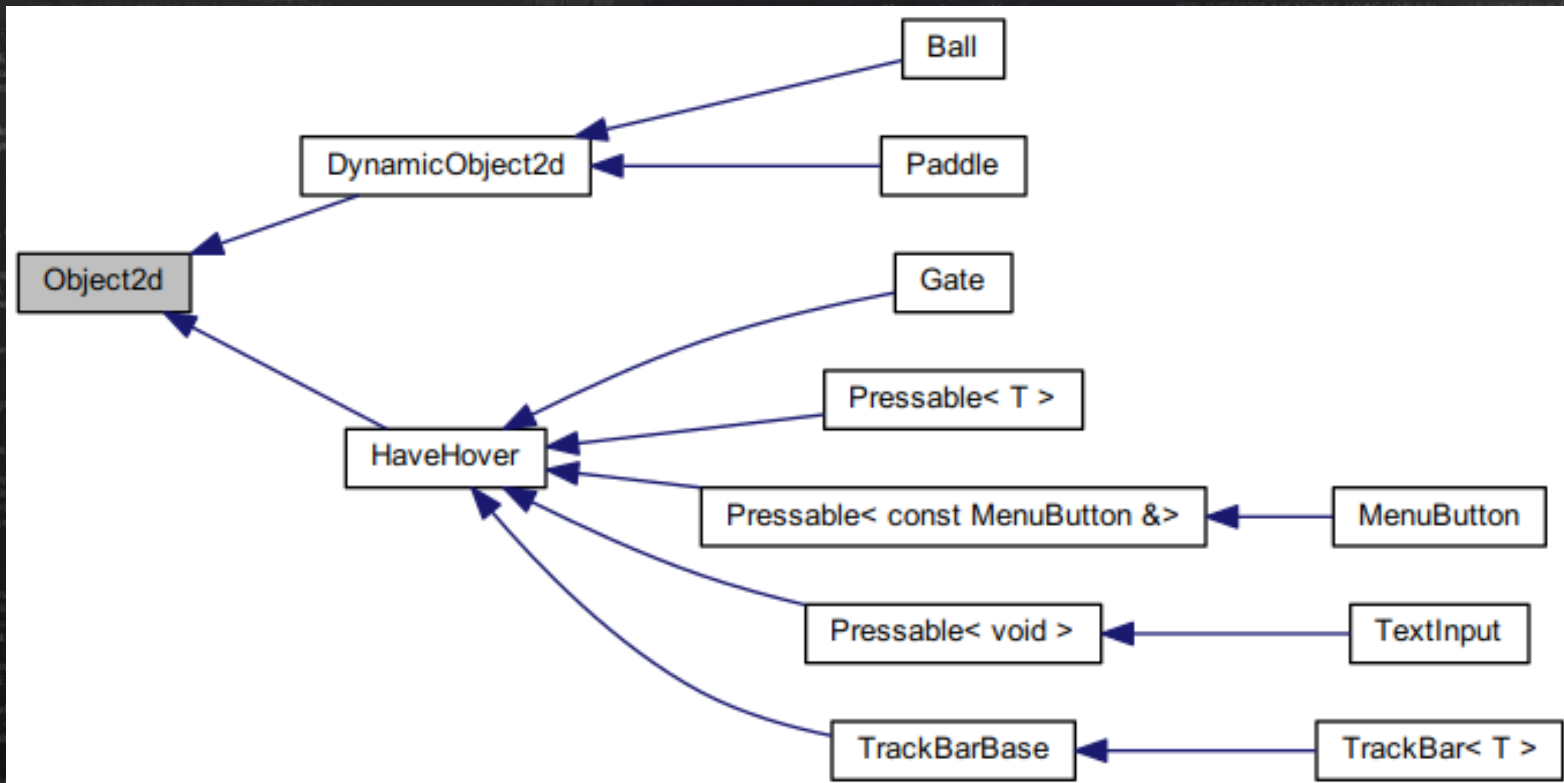
HaveActionHelper< const
MenuButton &>

HaveActionHelper< T >

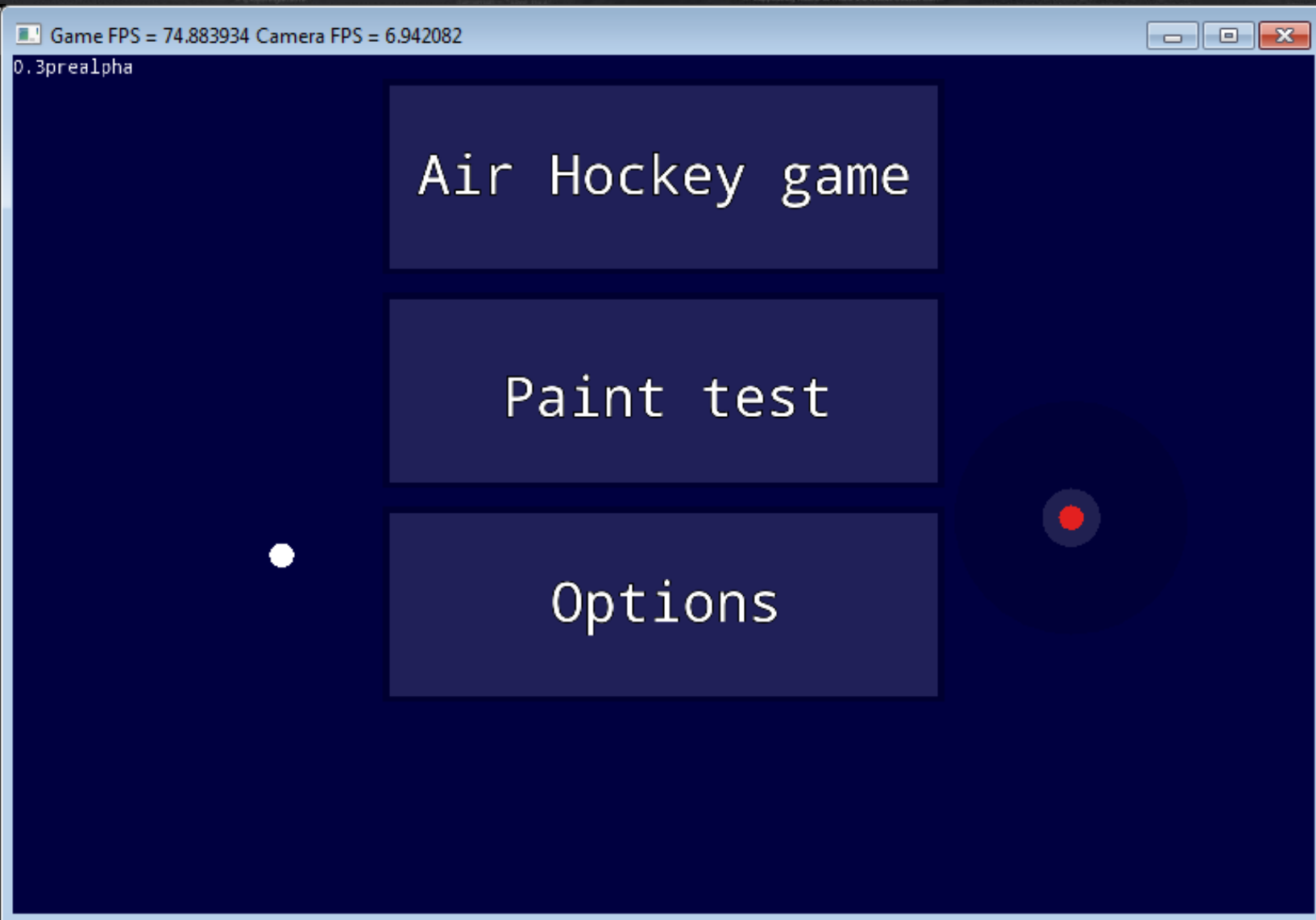
HaveActionHelper< void >







Widok aplikacji



Game FPS = 80.128204 Camera FPS = 7.791014

0.3prealpha

Singleplayer

Multiplayer

Back

Game FPS = 27.583164 Camera FPS = 7.821482

0.3prealpha

Clear

XELK O

Game FPS = 60.088928 Camera FPS = 6.946036

0.3prealpha

Side by side

Create LAN server

Connect LAN server

Back

Game FPS = 28.006498 Camera FPS = 6.951879

0.3prealpha

Server name :

Serniczek

Create

Back



Game FPS = 60.157616 Camera FPS = 6.952266

0.3prealpha

Back

Refresh

Serniczek



Game FPS = 32.720371 Camera FPS = 18.181818

0.2prealpha

Options

Exposure

350

Gamma

0

White balance

5000

Hue shift

90

Detector H low

82

Detector H high

114

Detector S low

57

Detector S high

255

Detector V low

64

Detector V high

255

Move threshold

8

Circle mask threshold 1

246

Circle mask threshold 2

235

Minimum size

10

Points limit

4

Back

Page 2

Defaults

Game FPS = 85.462784 Camera FPS = 6.958652

0.3prealpha

Video background OFF

Pointer click circle ON

Pointer in game ON

Show AI game

Back

Page 1

Defaults

Koniec prezentacji.

Czas na pytania —)