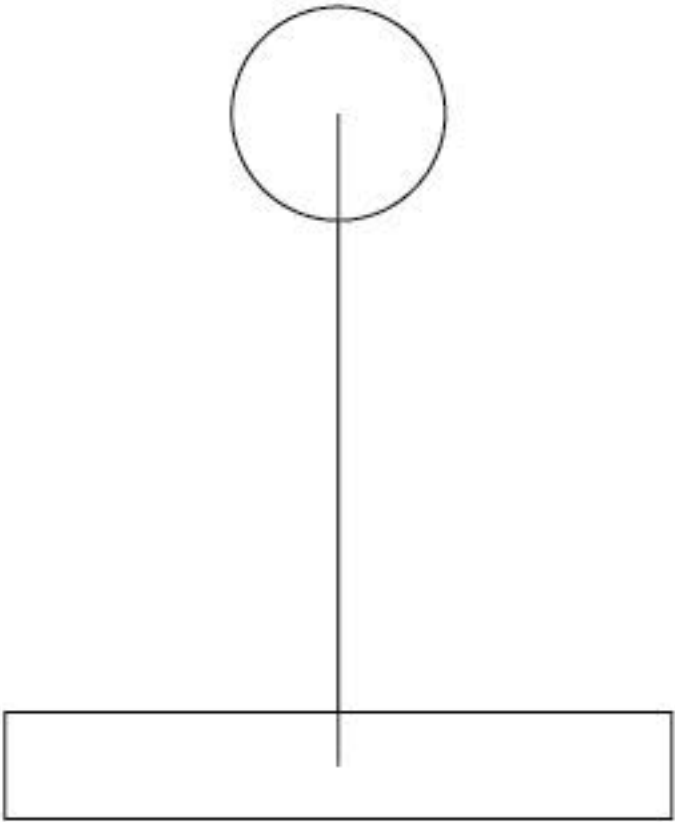


Score: 10



Score: 10

Score Specs
x: 80 px
y: 25 px
font: Arial 16px black;
color: dark gray (#555555)

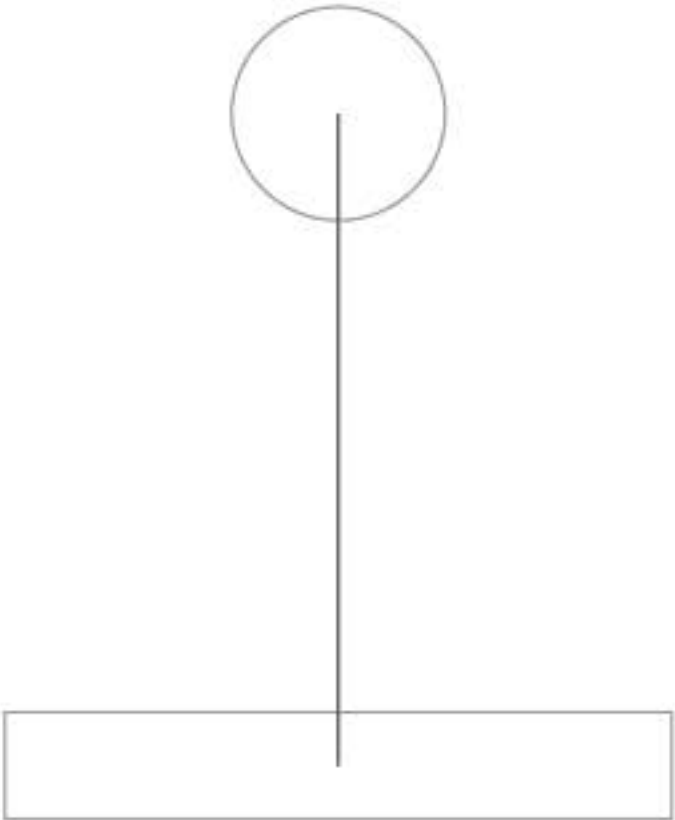
Ball Specs
x: center of canvas
y: center of canvas
radius: 40px;
color: magenta (#ff00ff)

Paddle Specs
x: center of canvas
y: 50 px from the bottom of canvas
width: 250 px
height: 40 px
color: cyan (#00ffff);

Canvas Specs
width: 1000
height: 600

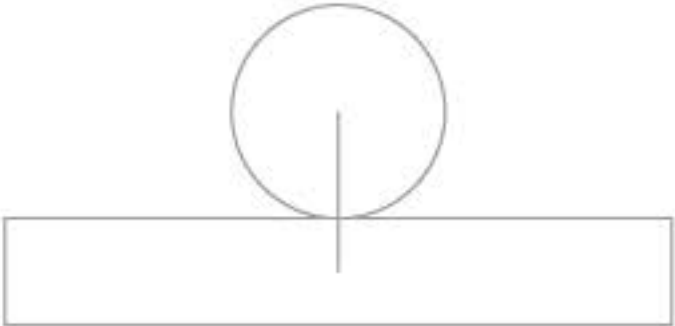
Paddle Ball
4/6/2017
Jay Aguiar
String

Score: 10



Draw Line From Paddle to Ball

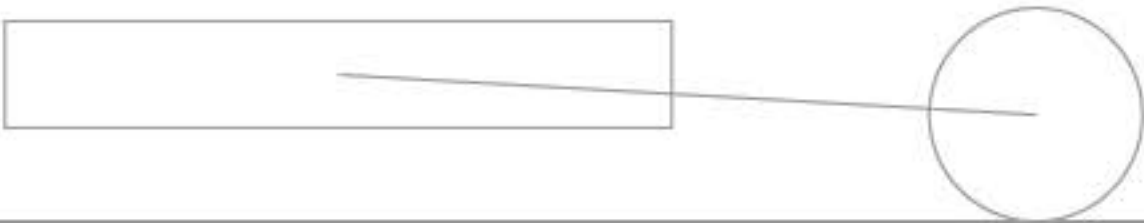
Score: 1



Score +1 with each bounce

Paddle Ball
4/6/2017
Jay Aguiar
Lose Condition

Score: 0



Score = 0 when ball hits ground

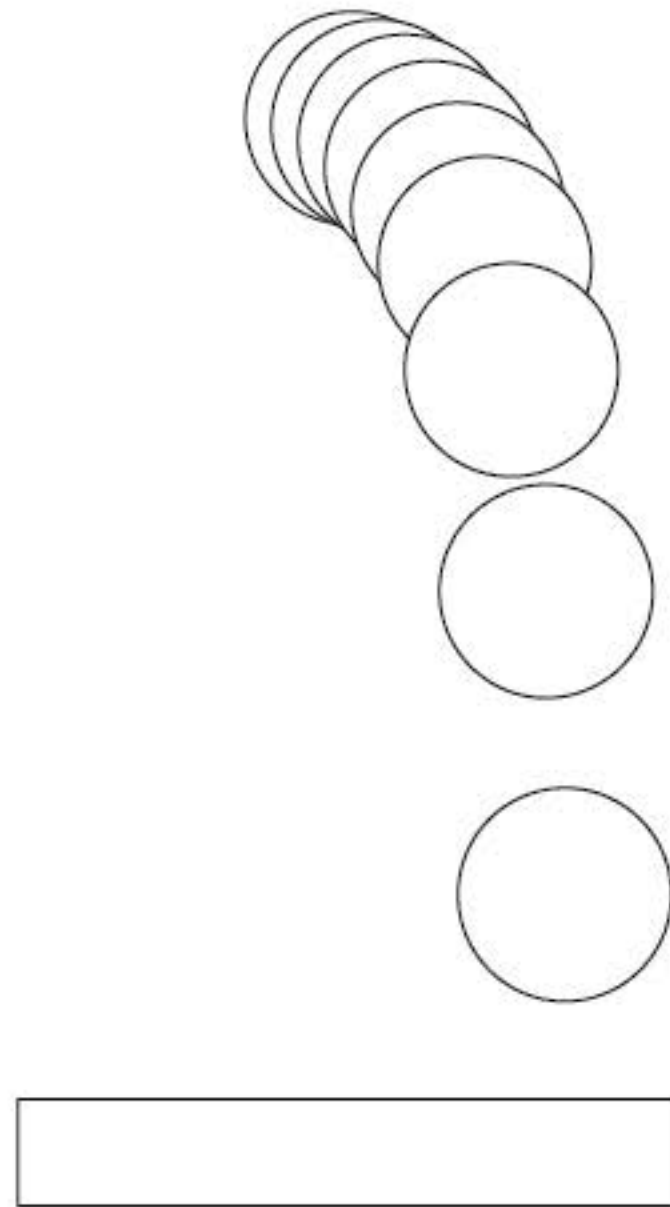
Paddle Ball

4/6/2017

Jay Aguiar

Ball Behaviors

Score: 10



Ball is affected by gravity

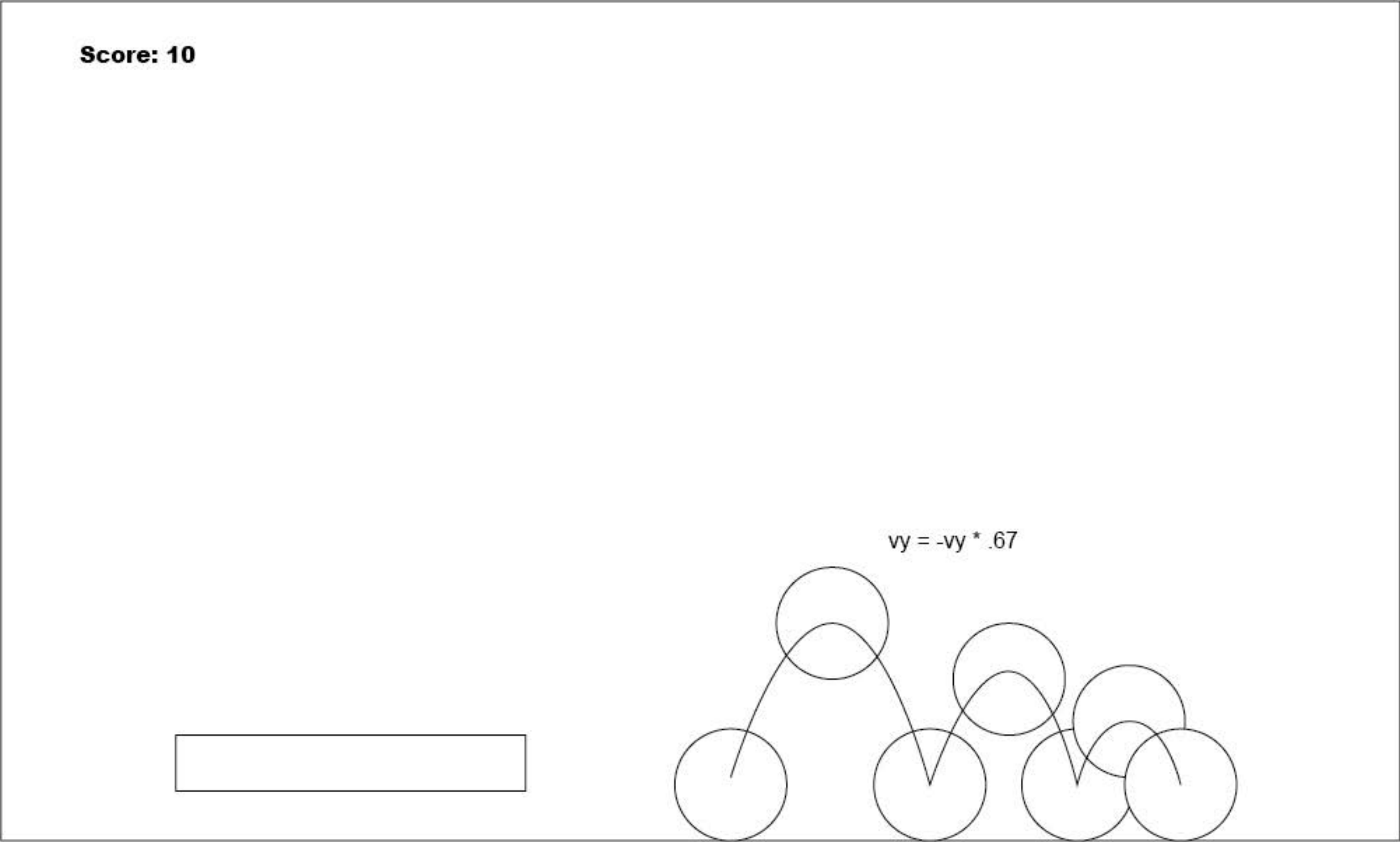
Initial velocities:

$v_x = 5$

$v_y = 0$;

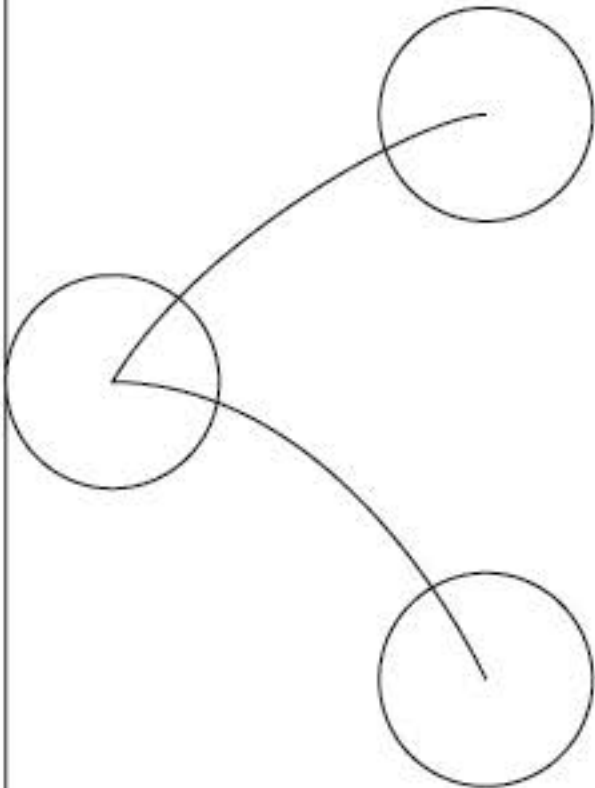
gravity = 1;

Score: 10



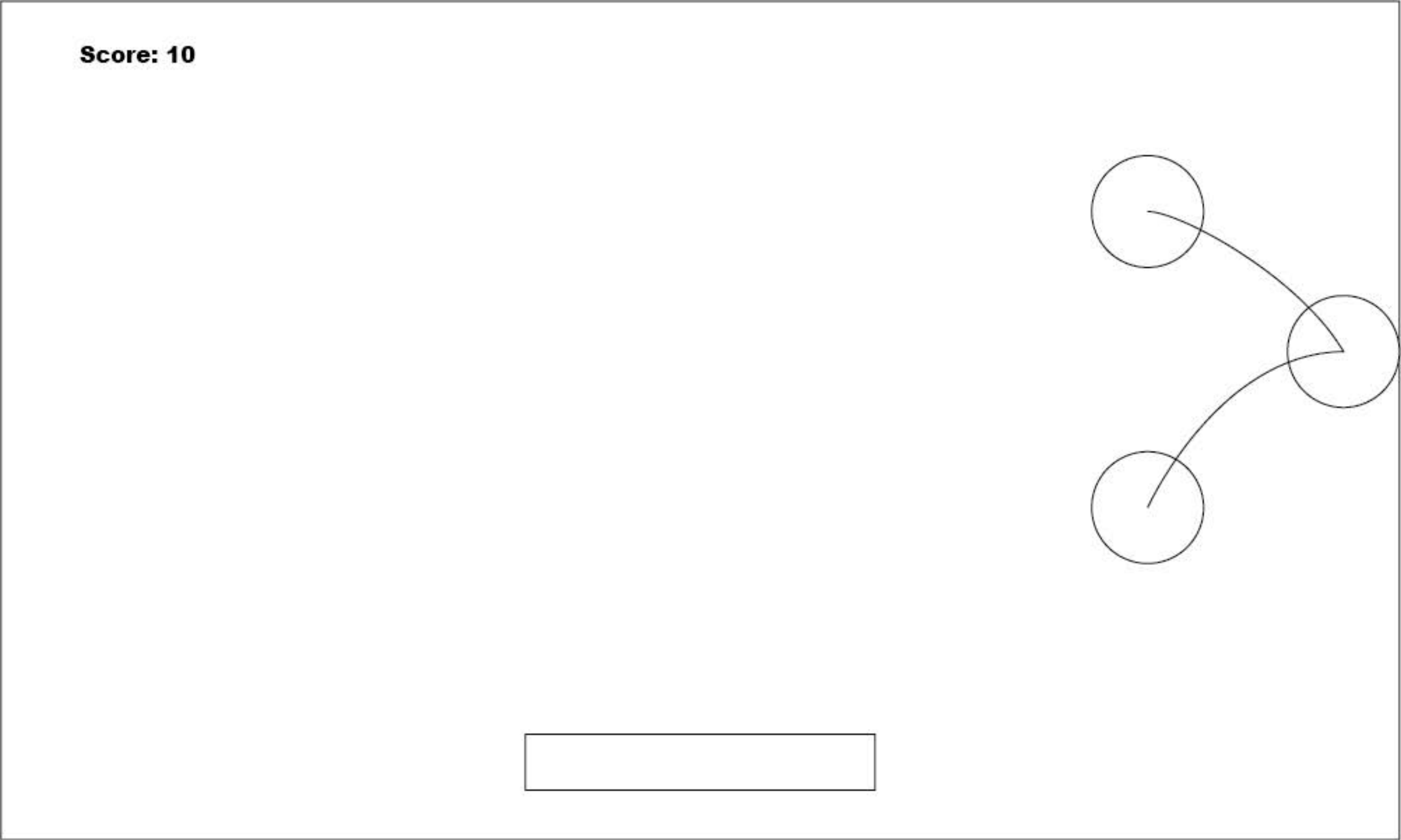
Ball Bounces off the ground

Score: 10



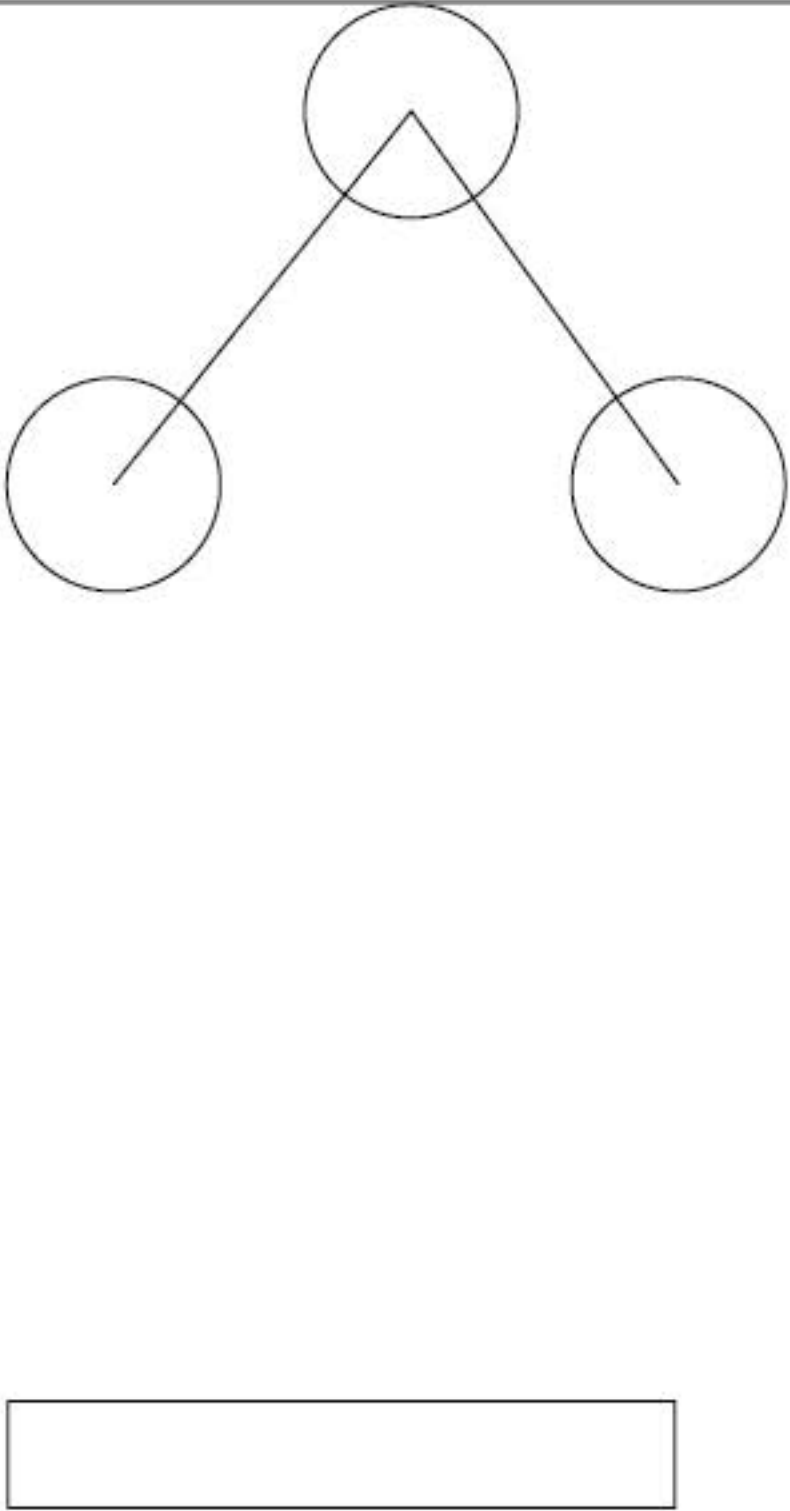
Ball Bounces off all top, right & left

Score: 10



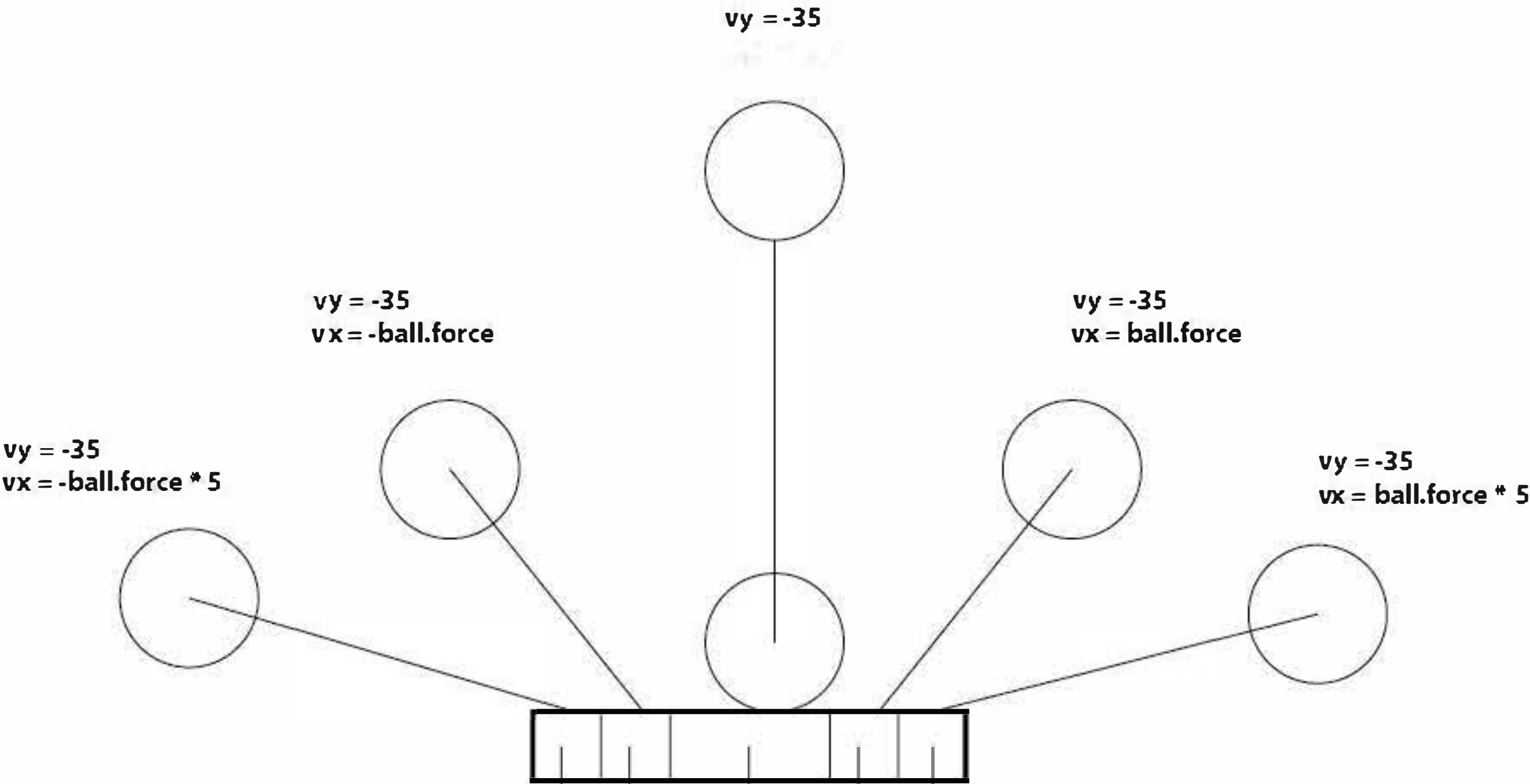
Ball Bounces off all top, right & left

Score: 10

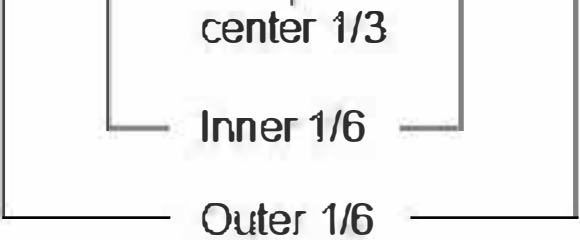


Ball Bounces off all top, right & left

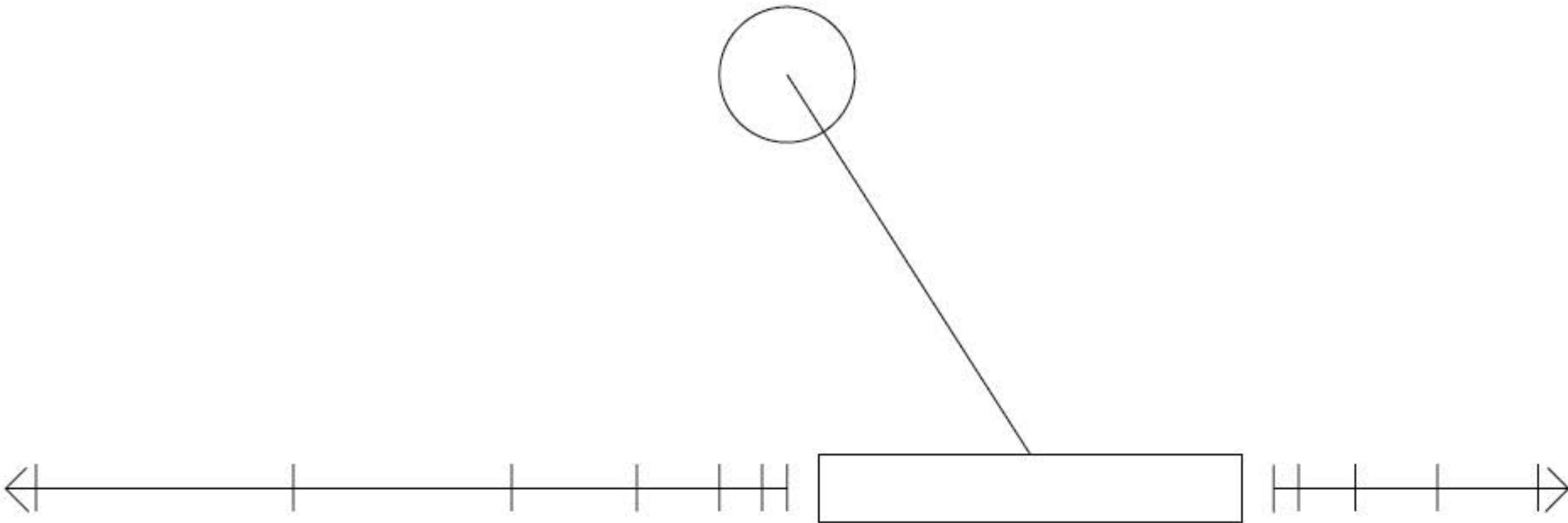
Score: 10



Ball Bounces off paddle at different angles
Center 1/3 is normal bouncing
Inner left and right 1/6th bounce at - ball.force
Outer left and right 1/6th bounce at + ball.force

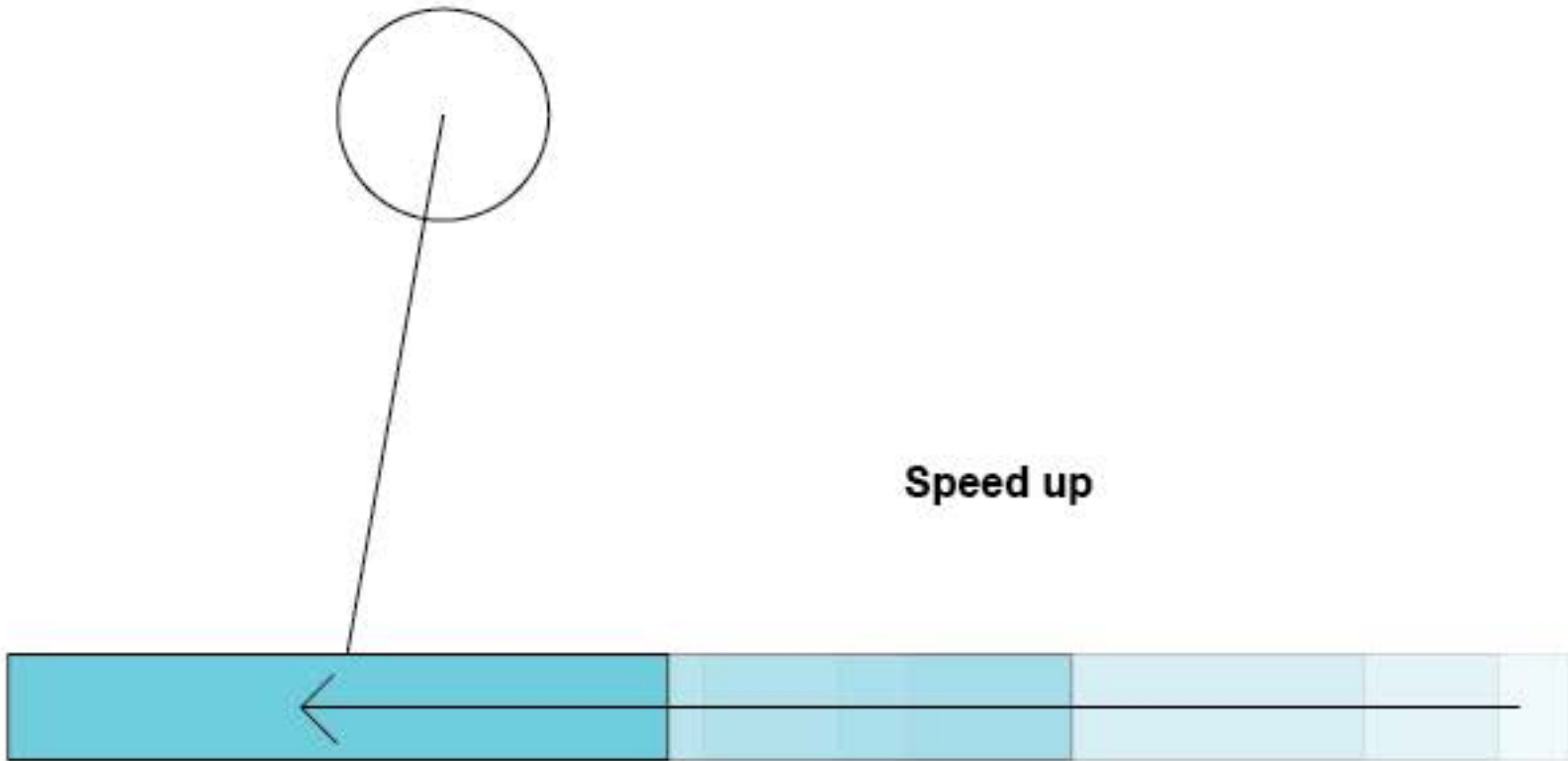


Score: 10



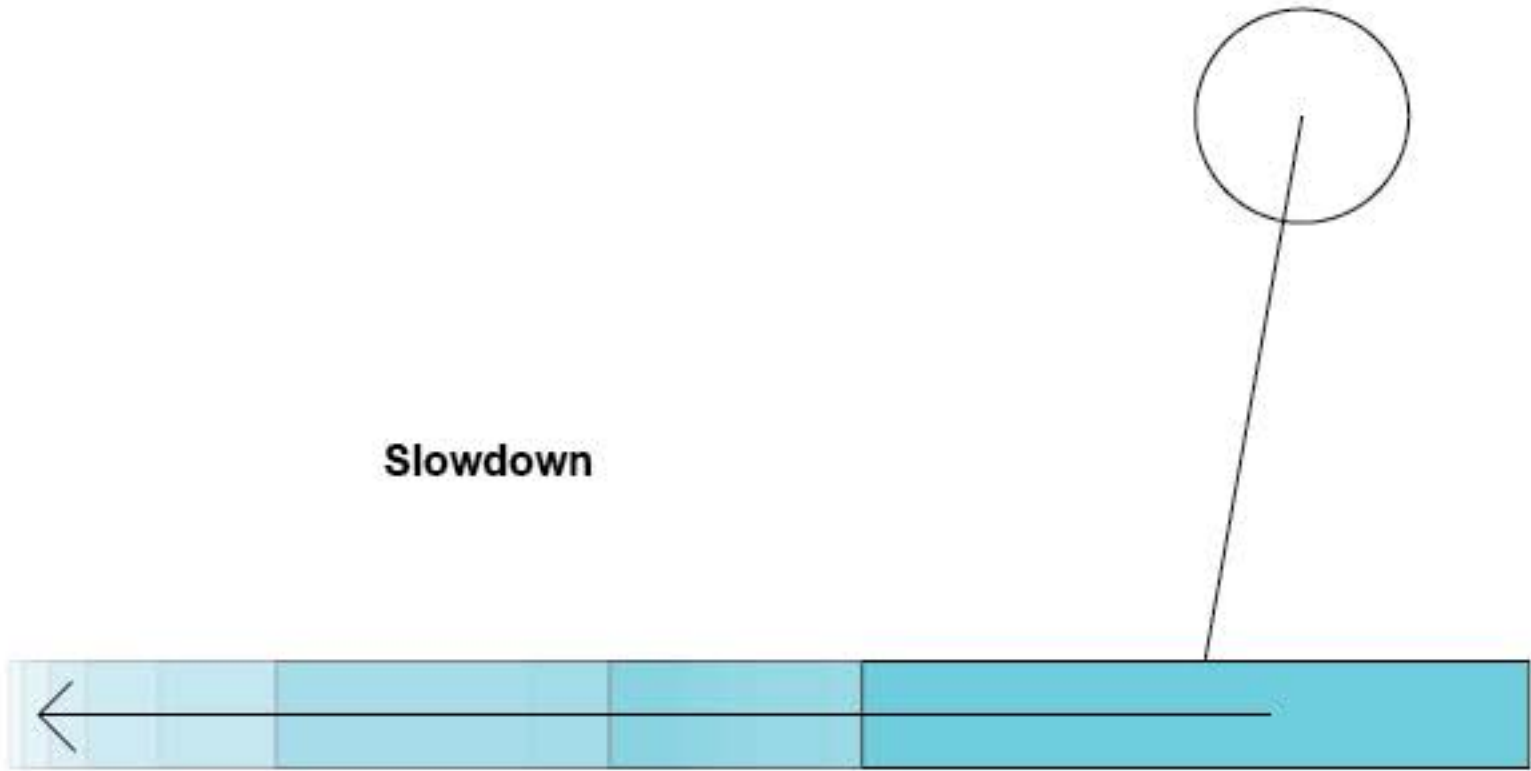
Paddle accelerates left and right

Score: 10



Paddle accelerates left and right

Score: 10



Friction slows the paddle down

Score: 10



Paddle cannot leave the canvas