Jack Cardwell

Computer Science 1

Professor Farid

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Lab 1 Part 3

Now that I have designed the two paddles and have enabled movement, I will move on to creating the ball. First, I will draw the ball in red in the very center of the window. Then, I will try to move the ball, 3 pixels at a time in the horizontal and vertical directions. As in the game Atari pong, when the ball hits a paddle, it switches directions horizontally. I will program in a change in direction by reversing the movement of the ball in the equation for the x-coordinate of the ball. If the ball hits one of the horizontal walls, then the ball will switch directions vertically. I will accomplish this by switching the movement of the y-coordinate. I will put all of these functions into if statements within the while loop. Continuing with the “if” statements, I will program in a command to write “game over” and sleep the while loop for about three seconds if the ball goes outside of the vertical ends of the window. Then, the computer will run through the while loop again, effectively starting a new game. I may also include a component of this if statement where, if the user presses the spacebar, then the same steps will go into effect and it will create a new game. Finally, if the user hits the “q” key I will use an “if” statement to close the window and end the program. Throughout the next steps in the program, I feel that I will have to commit to good comments and formatting. This will make my code clearer. I will also have to focus on making my program abstract so that it will be easier to make changes down the road.