Final Report

Christmas Project

Pinball

v2
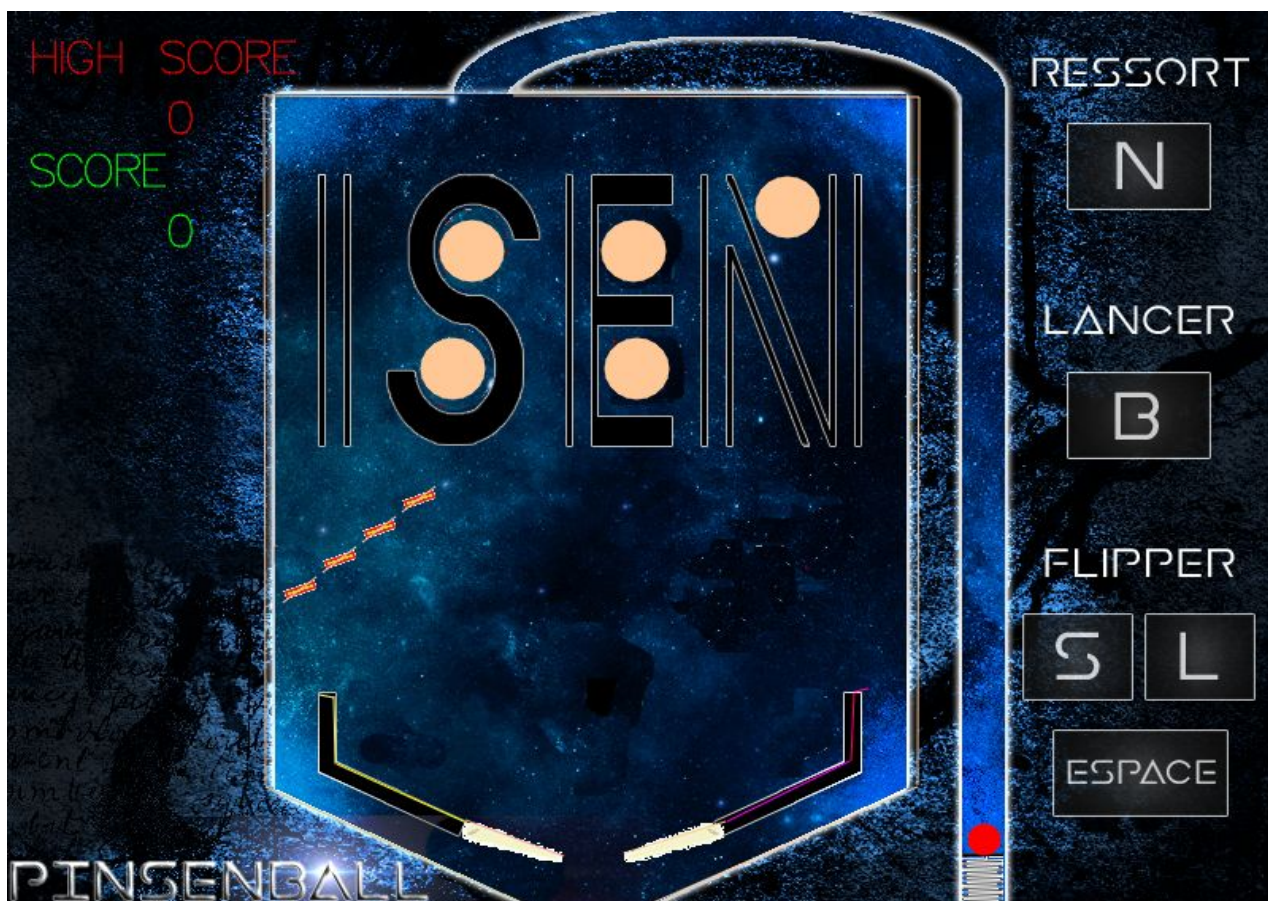
<u>Summary</u>

Analysis modifications

Compared to the first version of our project, we did a lot of modifications.

First, we had to change our way of thinking :

- We created a new structure for all the obstacles;

- We also used another method for the collisions : the lignes and not the vectors : the intersection between two lignes;

- We added the menu, active obstacles, the score and the restart;

User guide

At the launch of the program, the ball is place on the launcher which is the spring. The user has to hold the 'N' key of the keyboard to retract the spring. And when the user touch the 'B' button, the spring spread out with a certain extension which will define the speed of the ball. The ball will go through a way around her size which will drive her to board game. The ball will meet some obstacles with different shapes (rectangular, circular and triangular) during her descent. The user could use the flippers with the 'S', 'L' and 'Space' keys which will send the ball back. The goal of the user is to save the ball in other words he has to avoid the ball to fall in the gap. The game finishes when the ball falls in the hole.

Technical balance sheet

Problems encountered :

- We found holes of pixels between some obstacles so the ball doesn't detect a collision and she continues her trajectory;

- The method for the collisions weren't very performing and we had to change it so it's why we use now the method of the intersection between two lignes;

Personal balance sheet

First, this christmas project seemed to be pleasant but when we started, we understand it will be more complicated. This christmas project was a challenge for us. Now, we have a little bit more knowledge.