**GBDA 301**

**Global Digital Project 1**

**Fall 2019**

**Assignment #2**

**Upload Assignment #2 to LEARN by Tuesday Oct 8 at 11:59pm.**

**Note that the assignment is due one day later than originally planned.**

**This is an individual Assignment. However, you may work with one or two other students to understand the assignment and to come up with your solutions. The work you submit must be your own.**

**Do not hand-in any paper.**

In class we created a simple “Pong” game. We will use the Pong for this assignment. In thi

QUESTION THREE (10%)

Modified the previous “Session History” to show the number of balls selected for that round

Added a ball quantity selector for the user

(disables auto paddle when selected 1)

QUESTION FOUR: (10%)

No One

Note: It is expected that Test in GBDA 301 will cover code that is very similar to the provided Pong code.

**Submission:**

Name your answer for Questions 3 and 4 in a file called Q3andQ4.pdf”. Save it as a pdf file.

Put all the files from Question 1, 2, 3, and 4 into one ZIP file named “GBDA301Assignment2.zip” and upload the ZIP file to LEARN in the appropriate dropbox.

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