Game title: ImpossiBALLS

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This game requires two players on their individual machines, and also a computer that will run the server.

Start by creating the server by running the GameServer.java class.

Each player then runs the class named LaunchGame.java.

Make sure the players press enter at the same time in order to properly sync the game.

Arvin is colorblind. He and Niko were playing with their balls one day, but when the time came that they had to go home, they fought over each other's balls because Arvin insisted that he owned balls that were Niko's. He couldn't correctly tell which ones were his because he can't differentiate the colors. Help Arvin and Niko sort out their balls in this ImpossiBALL task to rebuild a broken friendship.

Game Controls

Players press the up and down arrow keys to move the gaps assigned to them up and down.

Game Layout

There is a middle bar, with two gaps, one for each of the players to control. Spread across the frame are circles of different sizes, and two colors, red and blue.

The middle bar divides the left and right side of the frame, which are named "BLUE" and "RED," the colors of the balls.

Once the game starts, the balls start moving across the frame, in a bouncing motion.

The balls bounce against the edges of the frame, and against the middle bar, with the exception of the two gaps.

Game Mechanics

The players work together, each controlling the position of a gap on the middle bar.

Objective

The players complete the game if they successfully separate the balls into their colors, and place them inside the area of the frame labelled with the balls' corresponding colors.