**M256 Computer Programming Name: Noriaki Handa**

**Final Project (Video Game)**

**Project Outline Project Title: Basket ‘n ball**

List the major tasks you need to accomplish in order to have a working project. Try to break them down into manageable pieces. Start with a blank screen and think about what could be added first, second, etc.

* Find pictures and spritesheets to use for game
  + Spritesheet of player 1
  + Spritesheet of player 2
  + Picture of a basket
  + Picture of a ball
* Set gamestate variable to “player 1”
* Draw player 1 and basket
* Get basket change its position by random number
* Draw power and angle texts
* Get power and angle change if arrow key was pressed
* Get player move
  + Onclick space to start the movement
* Get ball move
  + When the player’s hand looks like leaving the ball, picture of ball flies drawing a parabola
* Detect if ball got into the basket
  + Change gamestate variable to “win”
    - Show winning screen
    - Make ball disappear
    - Play sound
  + Change gamestate variable to “player 2”
    - Play sound
    - Make ball disappear when ball hits bottom of the screen
* When variable changes from player 1to 2 or vice versa
  + Generate random number for position of basket
* Add sound effects
  + A sound for when player made it
  + A sound for when player missed it
* Add gamestate variables
  + A gamestate to control what is going on now (i.e. instruction, actual game, win)
  + A gamestate see which player is now (player 1 or player 2)
* Add integer variables
  + To store power for player 1
  + To store angle for player 1
  + To store power for player 2
  + To store angle for player 2
* Add different screens
  + Instruction
  + Splash screen
  + Winning screen
* Test game
* Revise game based on user feedback