

Team Good

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Game Tech Progress Report

Our game is currently in the Alpha stage. In our simulation world so far, we have a paddle, a ball, and a room. The paddle is currently still affected by gravity and the boundaries of the paddle in the physics simulator do not match up with the boundaries in the graphics engine. There is currently a bug where whenever the boundaries of the paddle hits a wall, it gets stuck in that position. The ball bounces nicely, is affected by gravity, and matches up well with both the physics simulator and the graphics engine. Currently both the ball and the paddle start at a set position and the ball is given a set initial velocity.

Features;

- Room with colored ends, indicating different teams (With animated textures)
- Ball that is subject to bullet physics engine
- Paddle that is subject to bullet physics engine and user control
 - Direction keys to move the paddle along the paddle plane
 - “p” and semicolon to move forward and backwards
- Paddle and Ball collision

Bugs

- Paddle gets stuck in walls when pushed against the walls

So far, we feel we are right on track with our project. Bullet was integrated into our project early which gave the team confidence. Once bullet was integrated, we started production on the simulation code and on structuring the framework. We are now working on getting sound integrated into the game and also trying to get a GUI to display scores. Currently we cannot get CEGUI to compile so we are thinking about switching to SDK trays. A possible sound library that we tried was irrKlang; however, it would not compile on a 64 bit machine since it was made using the 32 bit library. We are now considering trying OpenAL for sound.