

Quark--Qian Zhou, Victor Lin, Kevin Lin  
Pd 1

Programming base: Processing  
Project: Pinball

Like the classical pinball game, the user will have several balls in his/her inventory. The user presses two different keyboard keys to move the pins up and down; there will also be another key to shoot the ball from the loading zone. The entire “field” will be composed of different objects which, if hit by the ball, will give the user points.

Classes/objects:

- Ball
- Obstacles
- Pins
- Game

TODO:

- 1) Create objects with basic physical properties
- 2) Places objects onto the gameboard and maintain functionality
- 3) Implement user experience
- 4) Finalize and optimize
- 5) Any add-ons if time