COP290 : Assignment 1
Software Requirement Specification

Sahil Bansal(2016CSJ0008) & Sahil Singh(2016CSJ0025)

January 25, 2018

Functionalities involved in the screen saver:

We plan to implement the following additional features:

- Whenever any two balls collide, or a ball collides with the wall, their color should be changed for that instant of time to highlight the collision.

- In the GUI, the average no. of collisions taking place per second should be displayed.

- A ball could be selected with a mouse click and then its color should become white.

- To change the speed of the selected ball, a slider should be displayed, which will get updated with the current speed of ball when it is selected, and it can be adjusted to change the ball speed.