

Time spent: 30 hours

All necessary features have been implemented and are functional to the best of my knowledge

I imported chrono to track real life time that had elapsed when implementing my game clock. I used random to generate a random velocity for the ball when the game begins and when it hits the edge of the screen. I used vector and stream to read in a long string message and split it into multiple lines which were stored as multiple variables. This was used for displaying some longer text messages. I used sdl mixer to play audio

Bonus features: sound design added when the ball hits the upper or lower bound, the paddle, and when it leaves the side of the screen