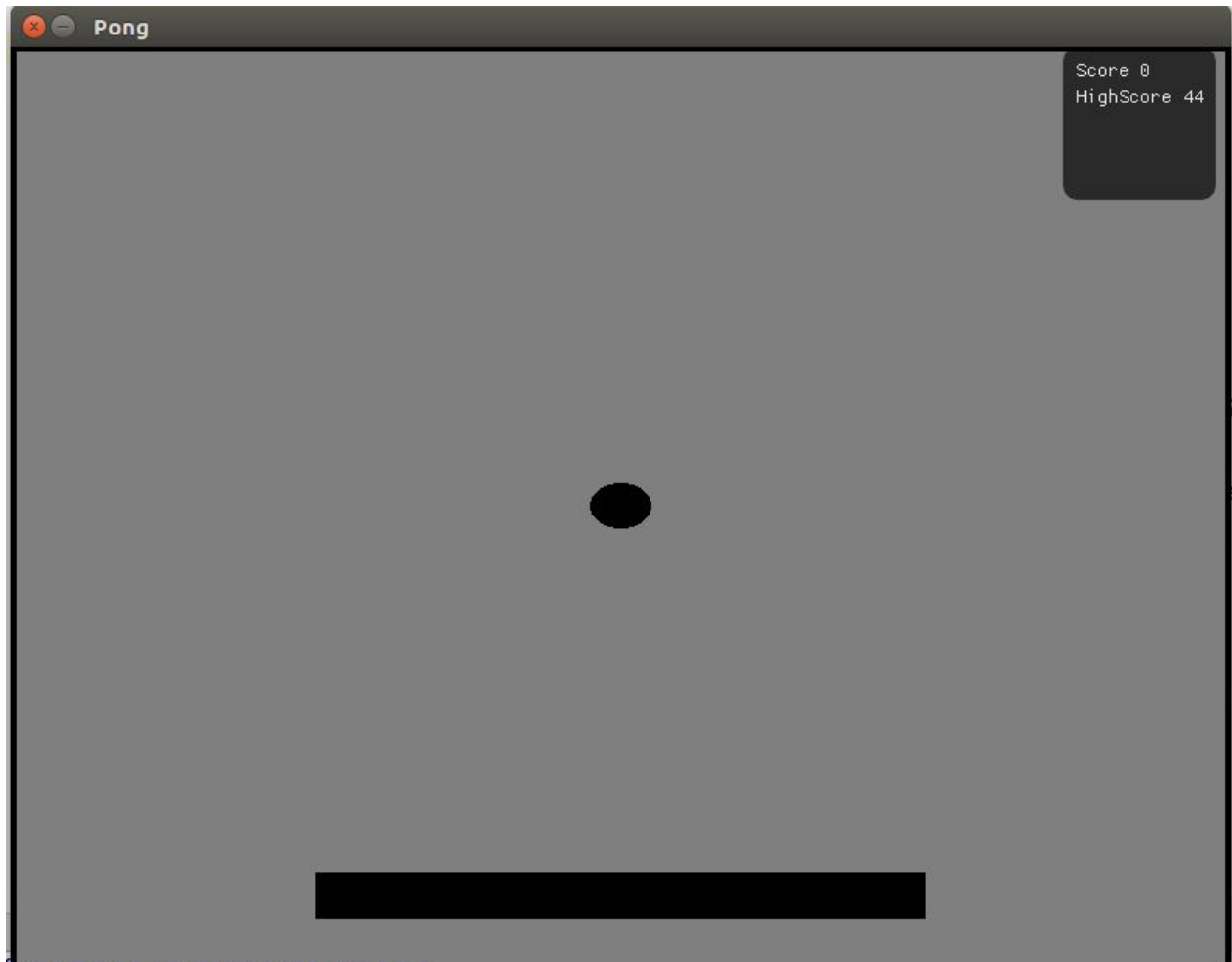


PING PONG GAME

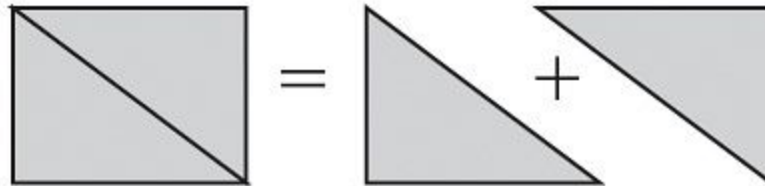


Introduction

It is a classic ping pong game made using OpenGL where the main motive is to prevent the ball from falling by using the slider and becoming the top Scorer. :)

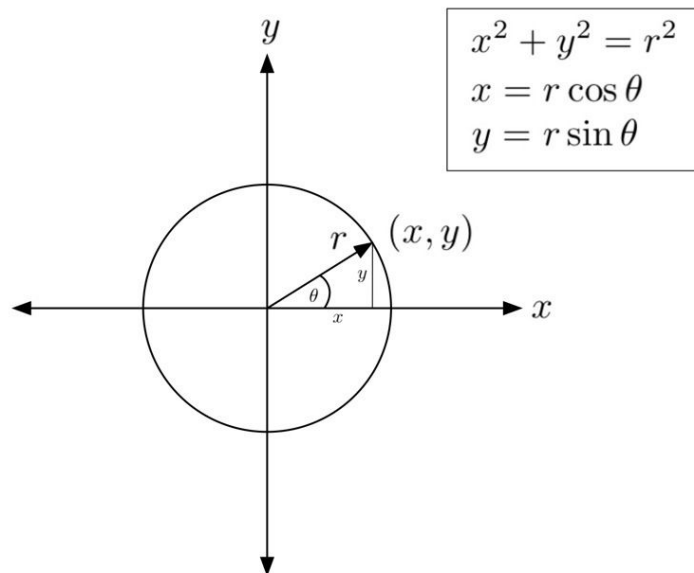
Component Making

1) Rectangle or Slider:



In OpenGL there is no direct way of making a rectangle so the rectangle is made using two rectangles and using EBO to avoid defining extra points. The same goes for the 3 walls that are made.

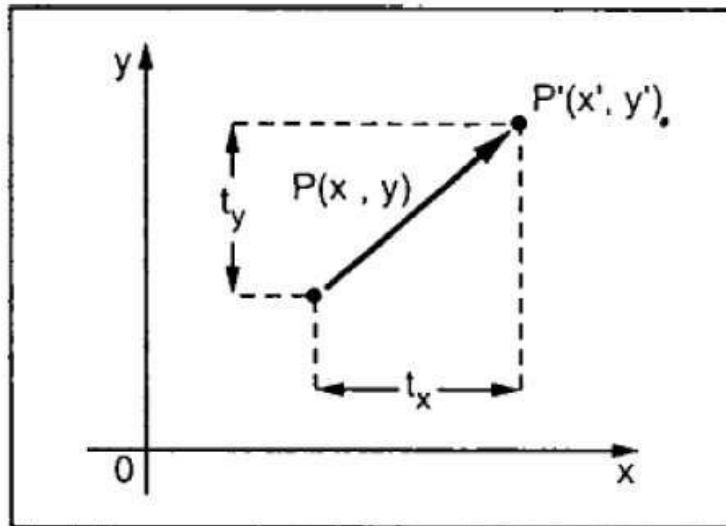
2) Ball:



The ball is made by just defining the vertices as (r cos θ, r sin θ, 0) and passing them to the vertex buffer object and also varying the angle from 0 to 360 degree to get a smooth circle.

Translating Objects:

Moving the objects is done by adding some constant variable in the coordinates of the vertices.



Tools and Languages Used

- Clion Editor
- Language: C++ , GLSL

References

- <https://learnopengl.com/>
- <https://stackoverflow.com/>

Thanks!!

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