# Detailed Design

OG Smash N' Dash

In the second group meeting, we came up with the individual pseudo codes, created by all of us and discussed on how we are going to integrate the pseudo codes together and discussed in depth about how each file will be overlapping with each other. We created a rough algorithm of the whole functionality of the code as seen in the image below. Additionally we discussed that Linux/Windows will be the two major platforms for us that we will be working on for the final assembly of the functional components. Sparsh and Vasvi will be the assembly leaders together and will ensure all the assembly is done correctly. Additionally, the data structures and classes that will be shared among all currently will be Ball, paddle,tiles, collision_check, states. More can be added as we proceed ahead in the future For an overview:

- Sparsh is working on rendering i.e., visual and sound effects of the whole game
- Vasvi is working on the additional components of the game including power ups, lives and ensuring all the checks needed in the game
- Nishant is working on the game mechanics and physics of the game
- Tariq is working on the transitions, database management and overall interface of the game
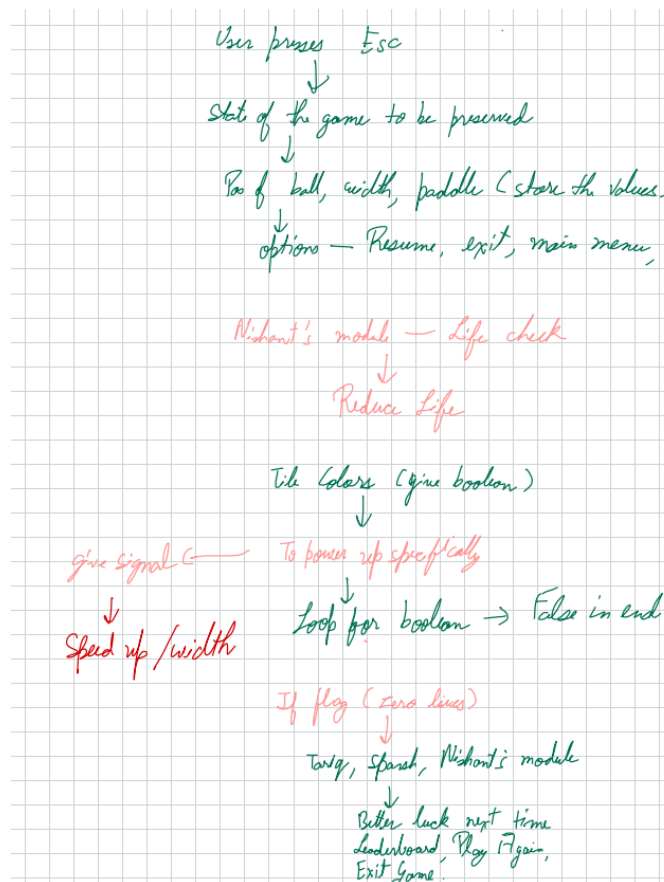
- Sparsh
- Tariq
- Vashi

Main Menu - Welcome Screen → New Game, Leaderboard, History, Instructions

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If the user presses new game (once the user presses new game all the initialization happen)

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Game starts after pressing the spacebar

Signal to Sparsh's Code & Nishant's (game active flag) →

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Collision check for tile & ball

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Getting a boolean and updating the score
↳ for 2 & for 1
(Score gets updated by 1)

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access to number of tiles & see if the level is completed

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Level 2 Text — Level 2 Starts

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Getting the signal & reinitializing the tiles, ball, paddle (Score remains the same)

Ball & the bar are always on the screen.