Group W11

Prototypes, where we @ now

1. Collision – ball collides with walls, not sure about gizmos and it doesn’t collide with the absorber now
2. Absorber – it is created and drawn but doesn’t fire the ball
3. Flipper – to be continued
4. Loading and saving – works now for Ball, need to expand for other gizmos and commands
   1. Keep track of rotations for file saving and loading?

Play, pause and tick buttons are working

Hristo – file loading/saving; help with everything else

Nadia – model, added all the gizmos and walls

Lora – model, all the physics related things

Nellie – view, all the components are drawn now

Craig – controller, mouse listeners for the gameboard and/or grid, keyboard listeners for absorber and will add for flipper

Plan:

1. Collision – make ball collide correctly with all the gizmos and walls
2. Absorber – add the ability to take the ball and fire it up, ball currently ignores the absorber and goes over it on screen
3. Flipper – draw it, add a keyboard listener to it
4. Loading/Saving – will be finished quickly
5. Add functionality for restart button