# Zense@IIITB Hackathon march2021

-> Team BAAPLOG (vatsal dhama & sathvik bhat)

### Idea of our project

The idea is to build a simple **colour switch game**. In this game the user needs to move up a coloured bouncing ball and take it through various coloured obstacles. The twist here is that the ball will only be able to go through an obstacle of the same colour as the ball.

In between there are **colour switchers** which when passed through, changes the colour of the ball randomly! The user can see their score on the top left of the screen and gets a popup **game over** message when he loses!

#### <u>Implementation</u>

We implemented it using various Javascript tools and the canvas is provided to us.

- We used canvas.js to draw the various obstacles and the ball.
- Then we made custom functions to change the colour of ball on touching the colour switches.
- Then we implemented the functions to check the intersection of the ball with its same coloured obstacles
- Then we implemented the score counter.
- We also took some help regarding the rotating obstacle from past year projects made by our seniors!

### **Problems faced**

The various problems that we faced were:

- 1. There was some flickering in our inserted images when we used canvas.drawlmg but we resolved them!
- 2. We faced a major problem in our scoreboard but we resolved that issue!
- 3. We faced an issue in which colour was changing before the arrival of colour switchers but we resolved them also!

## **Learnings from the project**

It was a very new experience for us and we learned a lot from this project. It was the first time when we had to implement a completely new language in such a short amount of time which made this 1.5 days journey a very creative and productive exploration. Also collabing with our partner for the project made this activity more fun and taught us various collaborative skills. A special thanks to all the Zense members for organising this hackathon full of fun and learnings for us. Also I would thank the seniors for guiding us throughout the project and solving our doubts whenever we pinged them, even in the late hours of the night.