

Bouncing Ball Game Project

Due Date: End of Week

Quiz on Chapter 1-6 of Processing Book Next week.

Use these guidelines to help you implement a bouncing ball game. I have already covered most of the knowledge you need to implement this. Now, you need to learn how to use the skills to make things on your own. If you are not clear on how to do this, I encourage you to read chapters 4-6 of the Processing book and follow along with the examples.

Part	Exercise	Teacher's Signature
A	Recreate the bouncing ball example that I have on my website. I encourage you to write it yourself. You won't learn by copy and pasting.	
B	Draw some rectangles so that I can see where the walls are. Make it so that the ball hits perfectly on the rectangle (It doesn't go too far and it doesn't have a gap either.)	
C	When the ball hits the wall, change its color (or something else's color).	
D	Create a variable to keep score . Make it so that the score will increase when your mouse is on top of the ball. Display the current score using the text() function.	
E	Create a variable to keep time . Make it so that time continually will increase with every frame.	
F	Make it so that when the user clicks on top of the ball, the score will increase by some multiple of your choice. Make it so that when the user misses trying to click the ball, the score will decrease by some multiple of your choice.	
G	Choose one of these ideas to implement: a) if the user clicks too much, the ball moves faster b) if the time increases, the ball moves faster c) if the score increases, the ball moves faster	
H	The game resets after a certain amount of time.	
I	Keep a hi-score.	
J	Implement some feature to your game that is your own idea.	