

CART 253 Final Project

Title:

- Grapes

Members:

- Laura Hirsh

Description Brief:

- Two player game serves as hybrid between pong and brick break. Idea is to create a bunch of green grapes that will switch to purple on contact and from contact while purple the grapes will disappear. There will be two separate game paddles to bounce the ball (which I may substitute for my logo) acting independently of each other as one will work with arrow keys and the other with the w, a, s, and d keys. If the ball falls off the screen the game restarts. It would be cool to have a point system based off of the amount of grapes each player has destroyed, not sure how difficult this may be but this seems potential and will allow for a more competitive edge. The location of each grape (which act as bricks) will be based off the center point of the screen. I aim for a very clean and minimal layout involving a cohesive color scheme. It may also be cool (with enough time and knowledge of how to tackle such ambitions) to have extra balls come into play upon the destruction of selected grapes, this can add the element of surprise and make things more hectic and exciting for players. I'm especially invested in this project because I feel it has the potential to evolve and change in a step process, thus making it possible for me to scrap impossibly difficult thoughts if I can't execute them as desired and return to the initial plans. This plan makes use of all guideline requirements and I see it as doable for one person to create independent of a group within the given time frame.

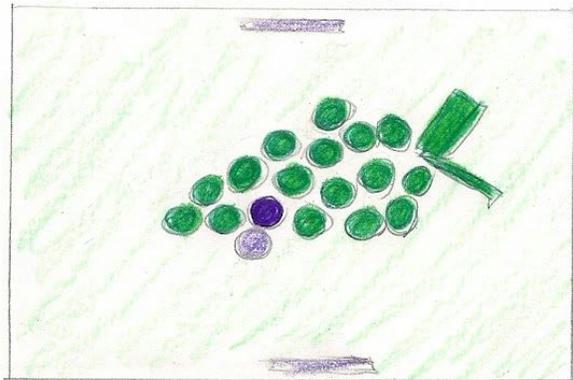
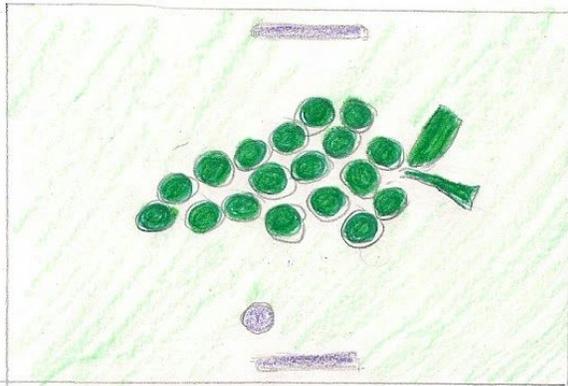
Links

- <http://drdoane.com/thinking-through-a-basic-pong-game-in-processing/>
- <http://processing.flosscience.com/processing-for-android/macul-2012/keeping-score-and-ending-the-game>
- <https://forum.processing.org/one/topic/changing-fill-color-with-if-and-mousereleased.html>
- http://piq.codeus.net/static/media/userpics/piq_12425_400x400.png

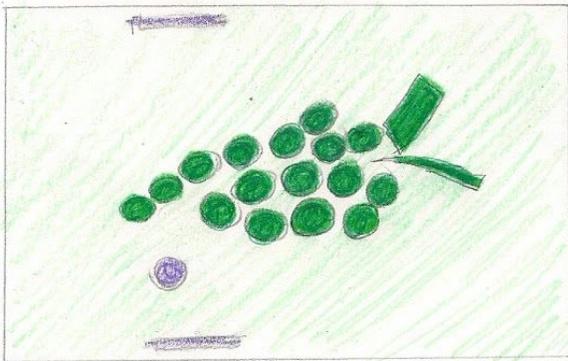
Third-party external libraries used

- Not sure what this means however I might end up doing so if it means meeting my goal expectations for the project.

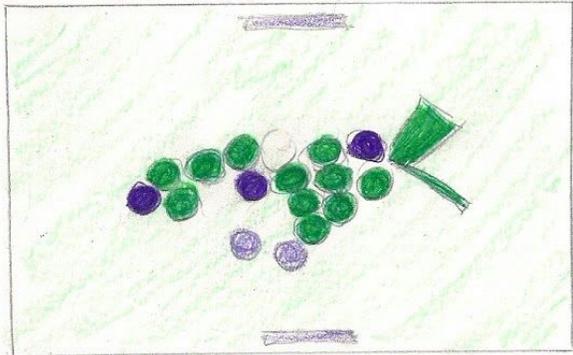
Storyboard below



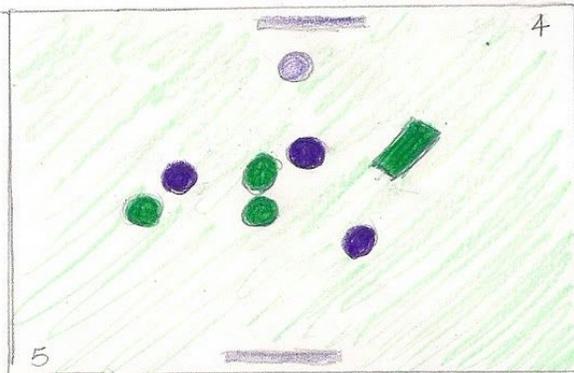
on contact changes to purple



vanishes upon second contact



possibly other balls will come into



possibly display scores?

- if I can get a score to display I'll likely remove the reset game on ball out of bounds thing, just have the ball bounce off the bounds and only assign points if contact is from paddle to ball to brick