



COMP 125:

Week 14, Lecture 22



Agenda

1. Attendance
2. Adding the Ball and Splash Screens

Attendance

Extending the Game

- First, let's make a ball. It must:
 - Bounce off the sides and top of the canvas
 - Bounce off the paddle
 - Disappear if it goes past the paddle towards the bottom edge
- Then let's add game modes
 - If the ball stays inside the canvas, the game keeps running
 - If the ball escapes the lower edge, the game is lost, and the user can click to restart
- Finally, we add scores
 - If the ball hits the paddle, let's add a point
 - If the ball escapes the lower edge, the score is reset
- Bonus: keep track of the highest score!