



COMP 125:

Week 15, Lecture 23



Agenda

1. Attendance
2. Project Up to Now

Attendance

Extending the Game

- So far, we have:
 - A paddle that stays within the canvas and moves with the x-motion of the mouse
 - A ball that bounces off the right, left, and top of the canvas, passes through the bottom of the screen, and bounces off the paddle
- Let's add scoring
 - If the ball hits the paddle, add a point
 - If the ball escapes the lower edge of the canvas, restart the score
- And “game modes”
 - If the game is running, do all of the previous steps
 - If the game isn't yet running, show a splash screen, and have the user click to start
- Bonus: keep track of the highest score!