

CS360 Extreme Programming

1) Each of the following groups are to get together on a single computer.

Group#1: Alhumaidan/Amano/Upshaw

Group#2: Balkus/Kent

Group#3: Biasca/Mazar

Group#4: Ferguson/JJ

Group#5: Alex/Oshiro

Group#6: King/Wigness

Group#7: McGregor/Russell

Group#8: Schimke/Jensen

2) Grab the boiler plate code for a simple paddle game at 12.Code\SimplePaddleGame

3) Get the three different colored balls placed on the screen at three different random locations such that no ball is initially in the bottom half of the screen.

4) At this point, the balls are to move slowly straight down the screen.

5) If a ball intersects the bottom of the screen, then compute another random location for the ball where the ball is placed randomly in the top half of the screen.

6) Place the paddle at the bottom of the screen and allow the user to move the paddle either left or right. Do not let the paddle go into the left or right side of the screen.

7) If a paddle intersects with a ball, then send the ball upward until the ball hits the top of the screen and then send the ball downward. Every time a ball hits the top of the screen, increment the speed of all balls. If a ball hits the bottom of the screen, then slow the balls down.

8) Give random directions to the balls bouncing them off any of the three walls (east, west, and north).