## CMSC 117: Introduction to Computing: Interactive Systems
# Assignment: Game I
## Due by Class (1pm) March 4th, 2014

The next assignment asks you to modify a simple bouncing-ball *game*. Your modifications should improve the game in some sense. After your changes, the game might be more fun to play, or you might do something with the game (e.g. provoke empathy or play a prank).

You should make five changes to the provided sketch:

1. reorganize the sketch using functions;

2. make a change in terms of the static appearance of the game;

3. the ball should bounce off of the paddle;

4. a point tally should be displayed (a point should be added if the ball is bounced off of the paddle and subtracted if the player misses the ball);

5. at the beginning of your code, include a comment with your name, date, email, and a reflection on your modification.

## Learning Objectives

- Modify an existing program.

- Reflect on a minimalistic game.

- Practice with user interaction in processing.

## Deliverable

Submit an electronic copy of your sketch via sketchpad (please clone the sketch GameI[1] and submit the link on the moodle forum.

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[1]http://bard117s14.sketchpad.cc/sp/pad/view/ro.A6RxAkqMhbnWYf/rev.13

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