

## CMSC 117: Introduction to Computing: Interactive Systems

# Game II

Due by Class (1pm) April 1, 2014

This assignment asks you to build upon the simple bouncing-ball *game* from earlier in the semester. First, you should create a `Paddle` class, similar to the `Ball` class in this new version. Second, you should add at least one new type of object to your game by creating a new class. You should reflect on how your new object improves the game; 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 comment on the following aspects of the new game:

- the static appearance of your object;
- the dynamic behavior of the object;
- the interaction between the user and the object;
- at the beginning of your code, include a comment with your name, date, email, and your reflection.

### Learning Objectives

- Modify an existing program.
- Employ object-oriented design.

### Deliverable

Submit an electronic copy of your sketch via moodle: either a zip file of your Processing sketch named **game2\_NAME.zip** and submit the URL of your sketch to moodle on the forum.

If you use <http://bard117s14.sketchpad.cc> please begin by cloning the Game II sketch.