

COMP 1671, Fall 2006

## Assignment 1: Paddle Pinball

Section 2 (Edgington) Due 9th October, 2006

Section 1 (Leutenegger) Due 10th October, 2006

### Description

You are to create a simple pinball game. The game will use a single paddle (as in Pong, Breakout, Brick, etc.). During the game a ball moves around the screen hitting bumpers, other non-scoring obstacles, the edges of the screen, and the paddle. The player scores one point for each bumper hit by the ball. If the ball leaves the lower edge of the screen, the game is over.

You are allowed to use any of the code on the class web site as a starting point.

### Required Elements

- The paddle must be controlled by moving the mouse.
- The game must have at least three bumpers and two other non-scoring obstacles.
- The paddle cannot move off the screen or through any bumpers. Otherwise the paddle is allowed to move anywhere on the screen.
- The ball cannot move off the screen (unless it is the lower edge) or through any bumpers.
- The player's current score is displayed in the output window.

### Bonus Elements

- The ball starts to move faster after the player reaches a certain score.
- When the player hits a special target the ball "splits" in two.
- Anything new and creative.

### What to "hand" in

- Your .fla file should be uploaded on blackboard on the due date by 10 AM for Leutenegger's section and by noon for Edgington's section.
- Questions about uploading: email Mohammed: [malbow@cs.du.edu](mailto:malbow@cs.du.edu)