

Pinball

Due: May 2, 2007

1 Objective

In your last project, you made it possible to play a game of pinball. The goal of this project will be to make the game as fun as possible. We're asking you to put in all the bells and whistles you can think of. We want you to make it good enough that if we put the pinball machine in the lobby running your game, people would line up to try and beat other people's scores.

2 Task

You are to add to your pinballlite to make it more fun and enjoyable. You're encouraged to use states (for example, a state where you get double points, your points steadily rise, or even one where a flipper is disabled), interesting timing effects, and cool sound patterns. If you're feeling particularly creative, you can try and tie in the various triggers in your game to a story having to do with the machine artwork (the LaserBall woman).

Also, you should make your game as smooth as possible. If you play and notice things like lag or noticable flickering lamps, this is your last chance to fix them.

Basically, this should not be hard work. Although you may code a fair bit, we hope that you find this part enjoyable rather than tedious.

3 Grading

You will be graded on how smooth your game runs and, in part, on creativity.

4 Handing In

You should hand in:

1. The source code for your program.
2. A working binary version of the system (or a jar file if you are using java).
3. Anything else required to make your program compile and run.
4. A README detailing what features we should expect of your game and how to run it. This should include how to access any different states your game has as well as what those states are supposed to do.

To hand these in, you should copy everything involved in this assignment into a single directory, and run:

```
$ /course/cs160/bin/cs160handin pinball
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Try to avoid handing in irrelevant files by cleaning up the directory before running the script.