

Name:

Mission 15 Assignment – Handball

Ready to build a truly iconic video game? This is the first of a two-part mission sequence. This mission will lead you on a step-by-step journey to develop a retro video game of *American Handball*. The game is like a 1-player version of the classic “Pong”.



Mission 15: Handball

You are the developer of this retro-arcade classic, with awesome graphics and sound!

1. Read the introduction. Click on <NEXT> to go to Objective #1
2. Complete Objective #1. Read the instructions and then follow CodeTrek for the code. **NOTE:** *Read the HINT to understand the timing.*
3. Complete the quiz.
4. Complete Objective #2. **NOTE:** *Read the HINT to understand the rebound.*

Explain how the code changes the velocity:

5. Complete Objective #3.

What does the elapsed_ms() function do?

6. Complete the quiz.

7. Complete Objective #4.

How is a tuple like and unlike a list?

8. Complete Objective #5. Complete Objective #6. Complete Objective #7.

Can the paddle go past the screen? How does the ball impact the paddle?

9. Complete the quiz.

10. Complete Objective #8. Complete Objective #9.

What modifications did the code make?

11. Complete Objective #10.

What command did you use to skip the rest of the game loop if no lives remain?

12. Complete Objective #11.

What modification did the code make?

13. Complete the quiz.

14. Complete Objective #12.

To turn in the assignment, download your code (FILE-DOWNLOAD), which will be a text file. Add your name in the filename. Then submit the file through Google Classroom, the class LMS, or as an email attachment.

SUCCESS CRITERIA:

- Define and call 12 functions.
- Draw a screen layout for the game.
- Use CodeX buttons as event handlers for the game.
- Keep track of score and lives.
- Create 2 animated objects in the game: paddle and ball.
- Game works correctly, showing a ball bounce, paddle movement, and score