

Image and Sound Systems 1

Lecture 1 Exercises

1. Modify the raindrop game so that the catcher is a simple cup shape rather than circular.
2. Modify the raindrop game so that the timer runs out after 2 seconds. What effect on the game does changing this period have?
3. Modify the raindrop game so that it does not use the timer. Instead, make it so that a new raindrop is created whenever another one either reaches the bottom of the display or is caught.
4. Modify the raindrop game so that it keeps score of how many raindrops are caught and represents this number as a horizontal bar along the bottom of the display.