

# Homework 5: Brick Out

EECS 211

Winter 2019

Due: February 20, 2019 at 11:59 PM  
Partners: Yes; register on GSC before submission

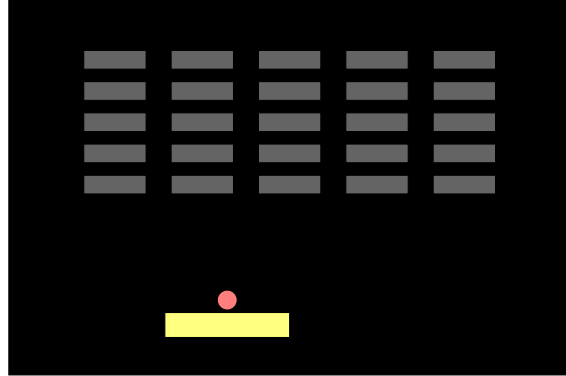
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5.1 The ball . . . . .	3	programming in C++ with member functions and	
- above_block() . . . . .	3	std::vector. Secondly, we want to familiarize you	
- Ball::top_left() . . . . .	3	with the mechanics of GE211.	
- Ball::hits_bottom() . . . . .	3	<b>2 Getting it</b>	
- Ball::hits_top() . . . . .	3	Download <a href="#">the project ZIP file</a> to your computer <sup>1</sup> , un-	
- Ball::hits_side() . . . . .	4	zip it, and open the resulting directory in CLion <sup>2</sup> .	
- Ball::next() . . . . .	4	<b>3 Game description</b>	
- Ball::hits_block() . . . . .	4	In this classic arcade game, the player seeks to destroy	
- Ball::destroy_brick() . . . . .	4	a field of bricks in the top portion of the screen by hit-	
- operator==(Ball const&, Ball const&)	4	ting them with a ball, while controlling a horizontally-	
5.2 The model . . . . .	4	moving paddle to prevent the ball from reaching the	
- Model::Model(Geometry const&) . . .	4	bottom of the screen.	
- Model::paddle_to() . . . . .	5		
- Model::update() . . . . .	5		
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- Ui::draw() . . . . .	5		
- Ui::on_key() . . . . .	5		
- Ui::on_frame() . . . . .	5		
- Ui::on_mouse_up() . . . . .	5		

<sup>1</sup>To complete this homework on your own computer, you need a C++14 toolchain and the SDL2 libraries as in [Lab 4](#). If you need to work on a lab computer instead, see [this Piazza post](#).

<sup>2</sup>Be careful that you open the hw05 directory and not some sub- or superdirectory thereof. If you do, CLion will create a bogus CMakeLists.txt that won't be able to find SDL2.

When the game starts, a grid of rectangular bricks appears in the top portion of the screen, and the paddle, also a rectangle, appears at the bottom of the screen. The paddle moves horizontally with the  $x$  coordinate of the mouse pointer, but its  $y$  coordinate never changes.

Initially the ball is “dead”—rather than bouncing around, it sticks to the paddle as the paddle follows the mouse. When the player clicks the mouse or hits the space key, the ball is launched and travels upward toward the bricks. It then proceeds to bounce off of bricks, the paddle, and the top and sides of the screen, destroying each brick that it collides with, until it reaches the bottom of the screen. At that point the ball is again dead and stuck the paddle. No bricks are restored, however, and the player may launch the ball again.



Unlike the diagram above, in the default geometry the brick field is 10-by-10. In addition to the numbers of columns and rows of bricks, the geometry lets you control:

- the dimensions of the screen;
- the distance from the top of the screen to the top of the brick field;
- the distance from the sides of the screen to the sides of the brick field;
- the distance from the *top* of the screen to *bottom* of the brick field;
- the dimensions of the gaps between the bricks;
- the distance from the bottom of the screen to the bottom of the paddle;
- the dimensions of the paddle;
- the radius of the ball;
- the initial velocity of the ball once it's launched from the paddle; and
- the maximum absolute “boost” value for when the ball hits the paddle.

### 3.1 Physics

Physics in the BRICK OUT world is highly idealized. For the purpose of detecting collisions, we approximate the ball as its bounding box<sup>3</sup>. The ball's mass is insignificant compared to every object it meets, so it rebounds fully and they never budge. Collisions with the top and sides of the screen are perfectly elastic and perfectly conventional—the top reflects vertically and the sides reflect horizontally. But collisions with blocks, both the paddle and the bricks, are a bit weirder.

Upon striking (and destroying) a brick, the ball is reflected both vertically and horizontally, regardless of which edge of the brick it contacts. In other words, both the  $x$  and  $y$  components of its velocity are negated and it returns from whence it came.

When the ball collides with the paddle, the reflection is perfectly elastic in the  $y$  dimension, but it gets a random “boost” in the  $x$  dimension. In particular, the horizontal component of its velocity is adjusted by the addition of a random small integer (balanced between negative and positive to produce a random walk with constant expectation).

### 3.2 Geometry

This diagram shows a 5-by-5 field of gray bricks (at the top), the yellow paddle (at the bottom), and the red ball in its dead position:

From these properties the Geometry class computes the dimensions of the bricks and the initial position of the paddle, which cannot be adjusted independently.

You should test your code, both model and view, with varying geometries. Not all combinations are sensible, but your code should work correctly within a reasonable range.

<sup>3</sup>The bounding box of a figure is the smallest rectangle enclosing it; for the ball it's a square sharing its center whose side length is twice the radius of the ball.

## 4 Design orientation

The BRICK OUT game is composed of two major components: the *model*, which keeps track of the state of the game independent of how it is viewed or controlled, and the *UI*, which provides an interface to use the model by specifying how it appears on the screen and reacts to our input.

### 4.1 The model

The model (**struct** `Model` in `src/model.{h,cpp}`) represents the game's logical state and implements its rules in a UI-independent manner. For BRICK OUT, it keeps track of:

- the locations and sizes of all the bricks,
- the location and size of the paddle (the thing at the bottom that you control), and
- the state of the ball, including whether it's in play, and its size, location, and velocity.

As far as operations, the model knows how to put a dead ball back into play, how to move the paddle to a new position (bringing a dead ball along with it), and how to update its own state for each animation frame.

Because the state and behavior of the ball account for much of the complexity of the model, the ball is factored out into its own **struct** `Ball` (in `src/ball.{h,cpp}`). It defines its own set of operations, mainly for detecting collisions with bricks, the paddle, and the edges of the screen.

The model is also responsible for storing the game geometry parameters (e.g., the sizes of things such as bricks, the paddle, the margins, and the window), which are grouped into a **struct** `Geometry` (in `src/geometry.{h,cpp}`). The geometry is passed to the `Model` constructor and is then fixed for the duration of the game.

### 4.2 The UI

The UI (**struct** `Ui` in `src/ui.{h,cpp}`) combines the view and controller components of the traditional model-view-controller (MVC) design, along with a reference to the model.

The view state defines the sprites used to represent the game entities on the screen, as well as two operations: a drawing operation that places those sprites based on the state of the model, and a simple function to convey the game dimensions from the model geometry to GE211.

The controller portion of the UI is stateless and defines four operations—three for reacting to user input and one for reacting to the passage of time. It reacts to two key events: it exits on `q` and launches a possibly-dead ball on `space`. It also launches the ball on mouse clicks. When the mouse moves, it tells the model to move the paddle. And with each frame (typically 1/60 s), it asks the model to update itself to reflect the passage of time.

## 5 Implementation hints

There is no specification in this document—instead, the functions you need to implement are specified in the header files `src/ball.h`, `src/model.h`, and `src/ui.h`, so you should read those carefully. This section provides supplementary material to help you figure out how to implement what the header comments specify.

### 5.1 The model: **struct** `Ball` and friends

The implementation of model logic related to the ball is in `src/ball.cpp`. There are seven `Ball` member functions and two free functions for you to complete.

```
static Position
above_block(Block const&,
            Geometry const&)
```

This function is a helper for `Ball`'s constructor that computes where the ball should be when it's dead—its bottom centered 1 pixel above the top center of the paddle.

Given `block` (a `ge211::Rectangle` representing the position and dimensions of the paddle), start at its top-left corner (`Rectangle::top_left()`), move to the right (`Position::right_by()`) by half the width of `block` (`Rectangle::width`), then move up (`Position::up_by()`) by 1 plus the radius of the ball (`Geometry::ball_radius`).

```
Ball::top_left() const
```

Returns the position at the upper-left corner of the ball's bounding box. This is the position one ball radius to the left and one ball radius above the center of the ball.

```
Ball::hits_bottom(
    Geometry const&) const
```

The ball hits the bottom when the *y* coordinate of its bottom exceeds the height of the scene.

```
Ball::hits_top(
    Geometry const&) const
```

The ball hits the top when the  $y$  coordinate of its top is less than 0. (Note that the parameter isn't used.)

```
Ball::hits_side(
    Geometry const&) const
```

The ball hits a side when the  $x$  coordinate of its left side is less than 0 or the  $x$  coordinate of its right side is greater than the width of the scene.

```
Ball::next() const
```

Recall that **this** is a `const Ball*`, and you can create a copy of a ball with the copy constructor. So to get a new `Ball` to return, you can write

```
Ball result(*this);
```

```
Ball::hits_block(Block const&) const
```

As with the edge collision functions, we want to use the ball's bounding box, which is the square whose top is `center_.y - radius_`, whose left is `center_.x - radius_`, whose bottom is `center_.y + radius_`, and whose right is `center_.x + radius_`. We use the bounding box so that we can check for the intersection of two rectangles, which is easier than checking for the intersection of a rectangle and a circle.

One way to think of that is that the rectangles *don't* intersect if either of these is true:

- The right side of either rectangle is to the left of the left side of the other.
- The bottom of either rectangle is above the top of the other.

Otherwise, they do.

```
Ball::destroy_brick(
    std::vector<Block>&) const
```

Once you've written `Ball::hits_block`, finding an element of bricks that collides with this ball isn't hard—use a for-each loop—but how to *remove* it once you find it? The more obvious solution may be to shift all the elements after it to the left, but that's awkward, and there's a cleaner way when the order of the elements of the vector doesn't matter:

1. Swap the hit brick with the last brick in the vector (`bricks.back()`) using `std::swap`.
2. Now the hit brick is in the back, so you can remove it with `std::vector::pop_back()`.
3. **return true** immediately after the `pop_back()`. The loop condition won't adjust to the diminished vector, so if you keep iterating after removing an element then you'll go out of bounds. One brick is enough.

```
operator==(Ball const&, Ball const&)
```

This can be written as a four-way `&&` expression.

## 5.2 The model: `struct Model`

The implementation of the remaining model logic is in `src/model.cpp`. There are two `Model` member functions and one constructor for you to complete.

```
Model::Model(Geometry const&)
```

Constructs a `Model` from the given `Geometry`. Note that the `Geometry` is passed by `const&` but `Model` saves its own copy of it.

This much is done for you: The `geometry_`, `paddle_`, and `ball_` member variables are initialized in a member initializer list, not in the body of the constructor:

- The paddle is initialized with its top-left at `geometry_.paddle_top_left0()` and with dimensions `geometry_.paddle_dims_`.
- The ball is initialized with the state of the paddle and the geometry.

What you need to do: In the body of the constructor, iterate through the positions of all the bricks (`geometry_.brick_rows * geometry_.brick_cols` of them) and `push_back` each into the `bricks_` vector. The details:

- Each brick should have dimensions `geometry_.brick_dims()`.
- The first (top-left-most) brick should have its top left at the position `{geometry_.side_margin, geometry_.top_margin}`.
- You will need nested loops to create all the bricks in each row and column, but note that the order in the vector doesn't matter.

- The offset between each brick and the next is given by the dimensions of each brick plus `geometry_.brick_spacing`. Or in other words, the  $x$  offset is `geometry_.brick_spacing.width + geometry_.brick_dims().width`, and the  $y$  offset is the same but with heights.

```
Model::paddle_to(int x)
```

In addition to moving the paddle, this may need to move the ball. If the ball isn't live then then it needs to follow the paddle, which is best done by constructing a new `Ball` and assigning it to `ball_`.

```
Model::update(int boost)
```

The description in `src/model.h` is pretty detailed, so there's not too much else to say. You probably want to call `Ball::next()` **const** at most twice: once speculatively as soon as you know that the ball is live, and once again at the end, storing the result back to the ball for real that time.

## 5.3 The UI

The implementation of the user interface, including both drawing and reacting to input, is in `src/ui.cpp`. There are five `Ui` member functions for you to complete.

```
Ui::draw(ge211::Sprite_set&)
```

Use `Sprite_set::add_sprite(Sprite&, Position)` to add each sprite to `sprites`. Note that `add_sprite` positions the sprite using the top-left corner of the its bounding box, so you don't want to position a circle by its center.

```
Ui::on_key(ge211::Key)
```

The starter code already quits on `q`. To make a dead ball start moving on spacebar, you need to check for `ge211::Key::code(' ')` and call `model_.launch()` when you get it. (That's a "visible" space character, not an underscore.)

```
Ui::on_frame(double)
```

To get a random number, you should use a `ge211::Random` object, which provides the member function

```
int Random::between(int min, int max);
```

which returns a random `int` from the closed interval `[min,max]`.

So how can you get access to a `ge211::Random` object? `Ui`'s base class `ge211::Abstract_game` constructs and stores one for us, granting us by-reference access via its `get_random()` member function<sup>4</sup>. For example, `get_random().between(10, 20)` returns a random number between 10 and 20.

```
Ui::on_mouse_up(ge211::Mouse_button,
                ge211::Position)
```

Makes the ball live via `Model::launch()`.

```
Ui::on_mouse_move(ge211::Position)
```

Informs the model of the mouse position (and thus the desired paddle position) via `Model::paddle_to(Position)`.

## 6 Reference

### 6.1 The GE211 geometry types

The GE211 library defines three types for representing the geometry of points and rectangles. You will need to use these types to calculate the positions of game entities and place them on the screen, so read on.

```
struct ge211::Position
```

For representing 2-D positions, either logical or in screen pixels, GE211 provides the `Position` struct. While the actual definition is [more complicated](#), the basic idea can be understood as:

```
struct ge211::Position
{
    int x;
    int y;
};
```

<sup>4</sup>That may look like a free function call, not a member function call, but it's actually being called on **this**, since members of a base class (from which we derived our struct) are members of the derived struct as well.

general term	memory	time	C++ STL	GE211
point	pointer	time point	iterator	Position
displacement	integer	duration	difference type	Dimensions
span	array	time span	range	Rectangle

Figure 1: Affine spaces

The Position struct provides a variety of member functions, such as `Position::up_by(int) const` and `Position::down_right_by(Dimensions) const`, for shifting to related positions.

```
struct ge211::Dimensions
```

For representing the width and height of a 2-D objects (such as bounding boxes), GE211 provides the Dimensions struct. As with Position, the [real definition](#) is a bit more complicated, but you can think of it as:

```
struct ge211::Dimensions
{
    int width;
    int height;
};
```

Why do we need Dimensions if we have Position? Aren't these basically the same thing? Yes, each is a pair of `ints`, one with a horizontal sense and the other vertical, but semantically they are different and their operations differ. For example, it makes sense to add two Dimensions, or to multiply a Dimensions by a scalar:

```
operator+(Dimensions, Dimensions);
operator*(Dimensions, double);
```

Both of these operations yield a Dimensions. But it doesn't mean anything to add two Positions, or to scale a Position. So having separate types for Position and Dimensions helps us keep the two concepts precise and prevents at least some kinds of nonsense.

The algebra of positions and dimensions is a two dimensional generalization of the algebra of pointers and integer offsets (see Fig. 1), which can help us understand what other operations are meaningful. Like adding an integer to a pointer to offset the pointer, it makes sense to [add a Dimensions to a Position to get an offset Position](#). And as the difference between two pointers is an integer, [the difference between two Positions is a Dimensions](#).

```
struct ge211::Rectangle
```

In BRICK OUT, we use `ge211::Rectangles` to represent blocks (both bricks and the paddle), so for convenience, `src/ball.h` typedefs `Block` to mean `ge211::Rectangle`.

A Rectangle is essentially a pairing of a Position (its top left corner) with a Dimensions. You can create one from those parts and project each part back out. To create one you might use

```
static Rectangle
Rectangle::from_top_left(Position,
                          Dimensions);
```

among other *static factory functions*. To project, you will want member functions such as

```
Dimensions Rectangle::dimensions() const;
and
Position Rectangle::top_left() const;
```

among others.

You can also access the data members of a `ge211::Rectangle` directly, but note that they don't actually include a Rectangle and a Dimensions, but rather both flattened together:

```
struct ge211::Rectangle
{
    int x;
    int y;
    int width;
    int height;
};
```

## 7 Deliverables and evaluation

For this homework you must:

1. Complete the seven unimplemented Ball member functions and two free functions (`above_block()` and `operator==(Ball const&, Ball const&)`) in `src/ball.cpp`.
2. Complete the unimplemented Model constructor and two member functions in `src/model.cpp`.
3. Complete the five unimplemented Ui member functions in `src/ui.cpp`.

4. Add more test cases to `test/ball_test.cpp` and `test/model_test.cpp` in order to test the functions that you wrote.

(We don't have a way for you to write automated tests for the UI, but you should test it interactively.)

As usual, self evaluation will spot-check your test coverage by asking for just a few particular test cases. You certainly want to test each significant event, such as the ball hitting the paddle or the ball falling off the bottom of the screen. You can't anticipate what other cases we may ask about, so you should try to cover everything.

Your grade will be based on:

- the correctness of your implementations with respect to the specifications,
- the presence of sufficient test cases to ensure your model code's correctness, and

- adherence to the [EECS 211 Style Manual](#).

## 8 Submission

Homework submission and grading will use the GSC grading server, so you should upload your files on [the GSC web site](#). You must include any files that you create or change. For this homework, that will include `src/ball.cpp`, `src/model.cpp`, `src/ui.cpp`, `test/ball_test.cpp`, and `test/model_test.cpp`. (You should not need to submit a modified `CMakeLists.txt` and you must not modify any of the `.h` files besides `src/ui.h`.)

If you work with a partner then you must register either on the GSC website or using the `gsc partner` command **before submitting** your work. Once a partner request is accepted, you and your partner's submissions are cleared and joined together. When one partner uploads files or performs self evaluation, the results will be visible to both.