

Assignment 2

Follow any of the following tutorials or similar if you find it online and design a **Ping Pong Game**.

1. The design of your board, user, user score, net, ball, and ai need to be different from the tutorial style.
2. Whenever ai or user get a point display a message saying, ai got a point/user got a point.
3. Stop the game whenever one of the player reach 20 points and display a message saying AI/user wins.
4. Upload your assignment two to our fast server (<http://tech.fast.sheridanc.on.ca/services/lamp>) and submit the link.
5. Create a public git repository and upload your file and submit the git project link as well.

Tutorial Links:

1. <https://codepen.io/gdube/pen/JybxzZ>
2. <https://javascript.plainenglish.io/create-a-ping-pong-game-using-javascript-2688f83785d5>
3. <https://freefrontend.com/javascript-pong-games/>

The other resources you might find useful are as follows:

1. https://www.w3schools.com/graphics/canvas_intro.asp
2. <https://www.youtube.com/watch?v=gm1QtePAYTM>
3. https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API