**Ping Pong (Ice Hockey):**

Pong, groundbreaking electronic game released in 1972 by the American game manufacturer Atari, Inc. One of the earliest video games, Pong became wildly popular and helped launch the video game industry. The original Pong consisted of two paddles that players used to volley a small ball back and forth across a screen.

**Snake Game:**

Snake is the common name for a video game concept where the player maneuvers a line which grows in length, with the line itself being a primary obstacle. The concept originated in the 1976 arcade game Blockade, and the ease of implementing Snake has led to hundreds of versions (some of which have the word snake or worm in the title) for many platforms. After a variant was preloaded on Nokia mobile phones in 1998, there was a resurgence of interest in the snake concept as it found a larger audience. There are over 300 Snake-like games for iOS alone.

**Brick Wall Game:**

The Brick Breaker which was originally called the Breakout was developed in 1976. The popular game Pong which was released 4 years earlier, had a big influence on the Breakout game. In the late 70's computers were only available for the universities and only for studies, therefore the first brick breaker game was created as an arcade game.

As the breakout came out it became immediately famous. As a result, there were over twenty famous Breakout games. One popular game is the Arkanoid that spawned many clones of its own. Breakout's clones actually were released to every possible platform from the arcade console machine in 1976 to PS3 in 2009. Although each game is unique the main concept is the same in each breakout game- keep the ball away from a border and break bricks.