N00b Pong

[Overview](#_30j0zll)

[Theme / Setting / Genre](#_1fob9te)

[Core Gameplay Mechanics Brief](#_3znysh7)

[Targeted platforms](#_2et92p0)

[Monetization model (Brief/Document)](#_tyjcwt)

[Project Scope](#_3dy6vkm)

[Influences (Brief)](#_1t3h5sf)

[- <Influence #1>](#_4d34og8)

[The Elevator Pitch](#_26in1rg)

[Project Description](#_lnxbz9)

[Assets Needed](#_3as4poj)

[- 2D](#_1pxezwc)

[- Sound](#_2p2csry)

[- Code](#_3o7alnk)

# Overview

## Theme / Setting / Genre

N00b Pong is a 2D table tennis sports game featuring 2 paddles and a ball.

## Core Gameplay Mechanics Brief

The core gameplay mechanic of N00b Pong revolves around 2 paddles on opposite sides of the screen (one on the left and one on the right) competing to score points by moving vertically up or down into position to hit a ball that bounces from one side to the other. A point is scored when the opposing paddle is unable to hit the ball back in time.

## Targeted platforms

N00b Pong is being developed for PC.

## Monetization model (Brief/Document)

N00b Pong will be a free to play game that features cosmetic micro-transactions for skins, levels, and other visual upgrades.

## Project Scope

N00b Pong is estimated to take a 2-4 weeks to develop by a team of 3 programmers.

## Influences (Brief)

### - Pong (1972)

- The original Pong game is the ultimate influence and inspiration for N00b Pong. Pong is being chosen as the main influence because it is today considered a classic and very famous video game.

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## The Elevator Pitch

N00b Pong is like the classic Pong game released in 1972 but with a modern twist.

## Project Description

N00b Pong is played by 1 or 2 players. Players control a paddle and move it vertically up or down on the screen to attempt to hit a ball that is bouncing from one side of the screen to the other. The object of the game is to stop the ball from moving beyond your paddle and to also score points by hitting the ball beyond the opposing paddle. As the ball moves between paddles, it will gain speed, in effect making the ball more difficult to hit the longer the ball stays active. The win condition of the game is when a player reaches a specified number of points. The lose condition is when a player loses all set lives by missing balls.

N00b Pong will have a very simple retro graphical theme that calls back to the original Pong game released in 1972. The game will also feature different paddle skins and level backgrounds for the player to unlock and enable.

# Assets Needed

## - 2D

- Paddle textures.

- Background textures.

- Ball textures.

## - Sound

- Background audio for title screen and gameplay screen.

- Sound effects for the menu, paddle, ball, win and lose conditions.

## - Code

- Player Paddle.

- Ball.

- UI/Menu.

- Enemy Paddle.