

Deconstructing Pong:

Original game :

2 players (player 1 and player 2) have to move their paddles up and down with the up and down arrow and keyboard button W and S. Players have to hit the ball to each other and if they fail to do so the other person gets a point.

One player can use W and S to move their paddle up and down.

The other player can use the arrow up and arrow down key.

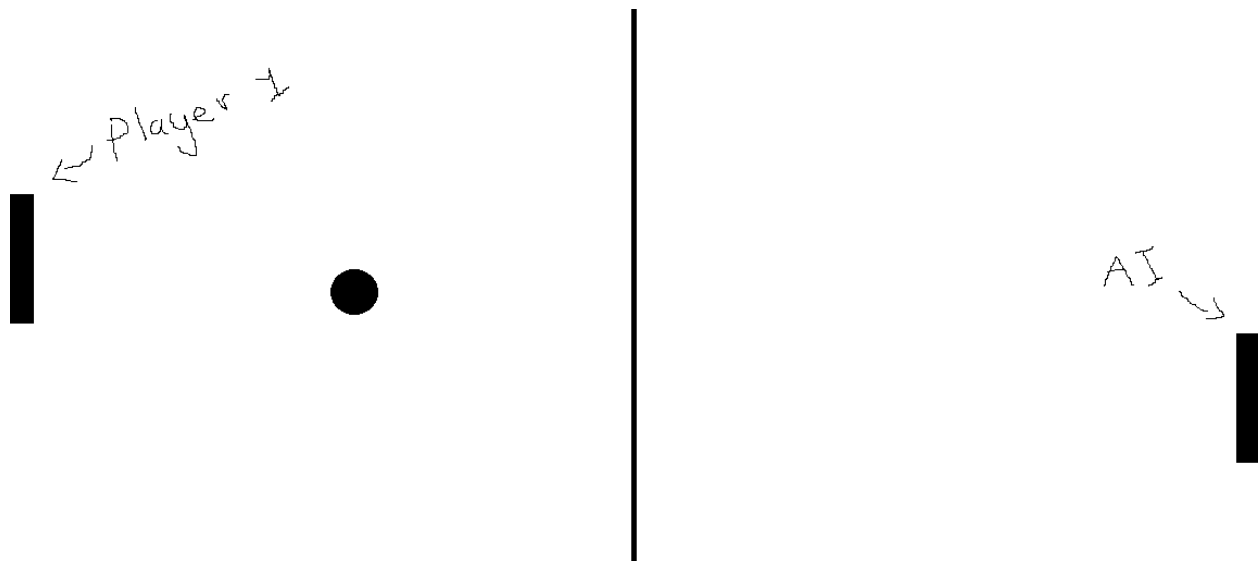
My game :

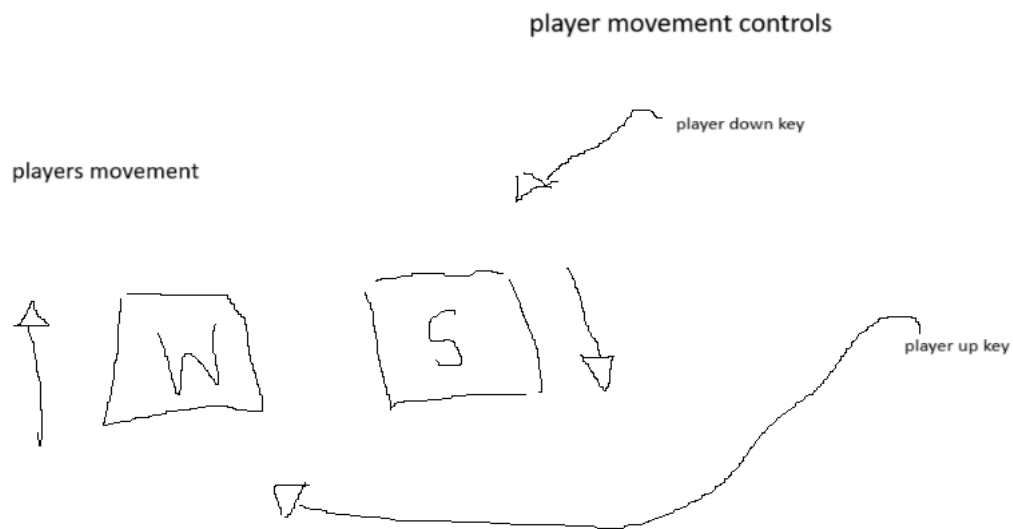
Player has to hit the ball to the other player (ai controlled). Player has to control their paddle with the buttons W and S.

W : paddle up

S : paddle down

A sketch of my pong game :





The first problem I ran into was connecting my Repository to Visual studio. I couldn't find out how to edit it so I had to remake a whole new repository and connect it to Unity.

Then my whole game restarted and while I was almost done everything now I have to redo everything. Then I watched a youtube video and realized it was because I wanted to make a new branch(?).

- My reaction when my whole game erased



- My reaction after finishing my game at 9:00pm I started it at 11:00am.



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