A screenshot of a computer

Description automatically generated with medium confidence

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//Web and FX: from Theory to Practice

//Ping pong

//https://openprocessing.org/sketch/1889298

//player on the left uses w and s keys to move up and down and player on the right uses the arrow keys.

// same concept as ping pong or the game pong from the 70s, once a player reaches 10 points, the game is over!

//Mouse click to restart!

//The reason I decided to do this game is because this games brings me memories.

//Playing with my family and recently on the atari anniversary that came out out on ps5.

//My main goal was to create something fun to play and not too complicated since I am not a fan of coding.

//When it comes to the meaning, it was more for me than anything else honestly, but hopefully it will bring memories to other people as well.

// I can't find the mistake I did, it should stop at 10 points, but doesn't.

let player1 = {

x: 50,

y: 200,

score: 0,

speed: 80 // increase speed

};

let player2 = {

x: 1050,

y: 200,

score: 0,

speed: 80 // increase speed

};

let ball = {

x: 600,

y: 400,

xspeed: 7,

yspeed: 7,

size: 20

};

let gameOver = false;

function setup() {

createCanvas(1200, 800);

}

function draw() {

background(0);

// Draw players

fill(255);

rect(player1.x, player1.y, 20, 100);

rect(player2.x, player2.y, 20, 100);

// Draw ball

ellipse(ball.x, ball.y, ball.size);

// Update ball position

ball.x += ball.xspeed;

ball.y += ball.yspeed;

// Check for collision with players

if (ball.x < player1.x + 20 && ball.y > player1.y && ball.y < player1.y + 100) {

ball.xspeed \*= -1;

}

if (ball.x > player2.x && ball.y > player2.y && ball.y < player2.y + 100) {

ball.xspeed \*= -1;

}

// Check for ball going out of bounds

if (ball.x < 0) {

player2.score++;

checkGameOver();

resetBall();

}

if (ball.x > 1200) {

player1.score++;

checkGameOver();

resetBall();

}

if (ball.y < 0 || ball.y > 800) {

ball.yspeed \*= -1;

}

// Draw scores

textSize(48);

fill(255);

text(player1.score, 450, 100);

text(player2.score, 750, 100);

// Draw game over message

}

function resetBall() {

ball.x = (100,900);

ball.y = random(300, 500);

ball.xspeed \*= -1;

ball.yspeed \*= random(-1.2, 1.2); // add some randomness to the y speed

}

function keyPressed() {

if (keyCode === UP\_ARROW) {

player2.y -= player2.speed; // increase speed

}

if (keyCode === DOWN\_ARROW) {

player2.y += player2.speed; // increase speed

}

if (key === 'w') {

player1.y -= player1.speed; // increase speed

}

if (key === 's') {

player1.y += player1.speed; // increase speed

}

}

function mousePressed() { // reset game on mouse click

if (gameOver) {

gameOver = False;

player1.score = 0;

player2.score = 0;

resetBall();

}

}

function checkGameOver() {

if (player1.score === 10) {

background (0)

textSize(50);

fill(34, 140, 219);

textAlign(CENTER);

text( "Player 1 Wins!",400, 500)

text(" Mouse click to Restart", 400, 400);

}

if (player2.score === 10) {

background (0)

textSize(50);

fill(34, 140, 219);

textAlign(CENTER);

text( "Player 2 Wins!",400, 500)

text(" Mouse click to Restart", 400, 400);

}

}