We will be creating a game of pong soccer in which each player controls a character and jumps around the screen in order to hit the ball and score in the other player's net. The net will be defined as an area below a certain point on the screen and across the goal line, which will be made slightly inwards from the edges of the screen. The ball will follow standard rules of physics, and will bounce like it would in real life when hit by a character. The game will be one minute long each time, and whoever has more goals by the end of one minute wins.  
  
The idea for this game came from a popular iPhone app called Head Soccer. It is a very fun and simple multiplayer game, so we challenged ourselves to make a simplified version. The audience for our game is anyone who likes quick and simple games to play with whoever is with you.  
  
Roles\*:  
Programmer - D.Colom   
UI/Graphics - O.Kulchytsky  
QA - N. Lelchitsky, R. Mega  
Project Management - A. Drori  
  
\*We plan on everyone doing a little of something, but specializing in their own roles. So Nick and Rob are quality testers, but Nick is also making the timer, and Alon is making music.