

Fun with Pong

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1 Graphical parts

A detailed description of the graphical parts of the game is shown in the figure 1. The screen holds the surface that can be drawn. Inside, the board limits the area where the ball can move. The size of the board cannot exceed the screen, but it may be the same size.

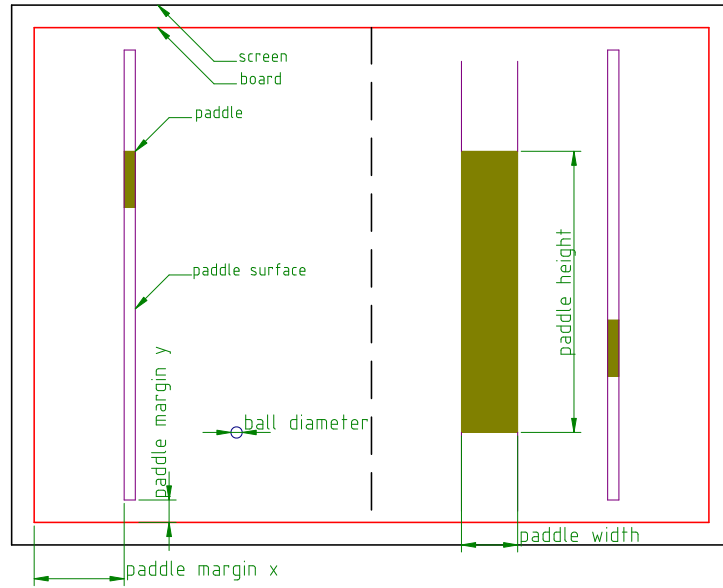


Figure 1: Graphical parts of the game.

The two paddles can be moved inside the paddle surface, but only in the vertical axis. A small vertical margin can be left between the paddle surface and the board, so the paddles cannot cover the whole board. The horizontal margin is only for aesthetic reasons, in order to show the ball falling behind the paddle.

The paddle height and the ball diameter have to be carefully chosen to allow a human player to play comfortably, as well as the board and margin dimensions.