

ATARI PONG

Christian Landsberger

About Me

- Where are you from?
 - São Paulo, Brazil
- What are some interesting facts about you?

Elevator Pitch

PONG

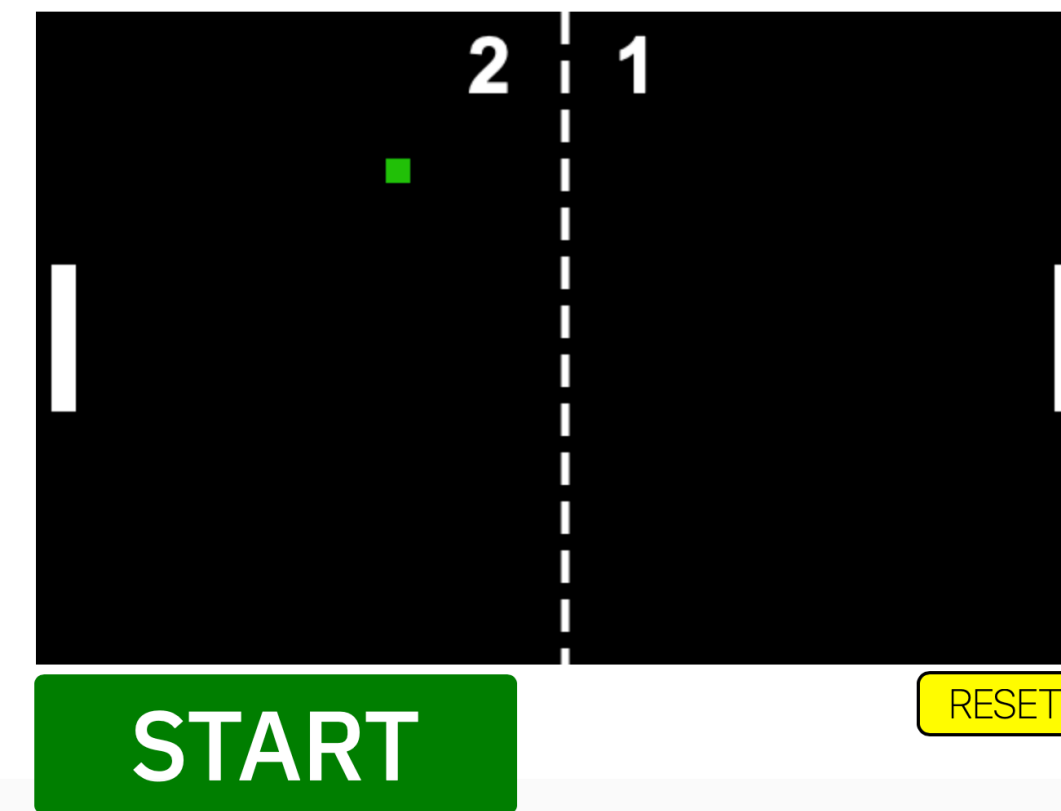
What is your project?



How does it work?

- **Start Button**
- **Reset Button**
- **Levels of Difficulty**
 - Hard
 - Normal
- **Control Keys**
 - Player 1:
 - UP = “W” Key
 - DOWN = “S” Key
 - Player 2
 - UP = “I” Key
 - DOWN = “K” Key

PONG IRONHACK



Difficulty

NORMAL

HARD

How To Play

Player One

Press



UP



DOWN

Player Two

Press



UP



DOWN

Why did you choose it?

Technical Challenges

Technical Challenges

- What was **the most important** technical challenges you faced?
 - Ball Bounce | Canvas Height Collision
 - Ball Paddle Collision
 - Ball Width Collision Score Points
 - Paddle Event Keys
- How did you overcome that challenge?

Biggest Mistake

Biggest Mistake

- What was **the biggest** mistake you made during this challenge?
 - Underestimate Simplicity
 - Simplicity \neq less complexity
- What did you learn from it?

Demo

Github:

<https://github.com/Cglik001/Pong-Final-Version>

