

Original proposal:

This project is a web-based online 2-D ping pong game platform that can support multiple users to compete with each other. The ping pong game can be an entertainment for CMU students (or others) so that they can be less stressful by playing with friends.

The players should register an account and log in to that account to be able to enter the platform. Such account represents the player identification, and can record the user's profile and help to build the scoreboard history.

The players can create or join a game room to play ping pong game. When a game starts, each player controls a bar to bounce the ball to opposite player. Whoever does not catch the ball will lose one point. And the user lose 3 points first will lose the game.

Basic goal:

- Two users play in one room.

Stretch goal:

- Up to four users can simultaneously play the game;
- User can control game hard level by adjusting ping pong ball speed and the width of bat;
- Blocks can automatically generate in the space between two plays' bars, and some game props would appear and be collected by the player crashing that block. (Removed in our new design because we want the features to be more concentrate)

Note: Colored parts are changed