

Modify your Pong game!

Now that we've made pong we are going to modify it. We will get some modifications and we will implement our own modifications. You will have freedom to implement the modifications however you see fit. At the end of the Project we will all be presenting and talking through the work done on the modifications.

Here are the list of possible modifications. We will each get two.

1. **Multiball!** Now there are two balls bouncing round. At one point later in the game a THIRD ball appears. Useful Concepts - Prefabs
2. **Powerup.** Powerups spawn at random intervals. A player can either bounce the ball off them to capture or they can move their paddle over. A power up can last the rest of the game and can (**one**) increase paddle speed, increase paddle size or add more force from when the ball bounces. Useful concepts - Prefabs, Triggers
3. **More control:** Instead of fixed bounce locations, the **position** on the paddle and the **direction of movement** of the paddle influence how the ball bounces - Useful Concepts - Collision2D properties and velocity
4. **Ball smack button:** Press a button, when the button is pressed the paddle adds force to the ball and speeds it up. A second button pressed will slow the ball down. Useful Concepts - Vectors

Additionally, everyone will add sprites and sounds to their game. Visuals can make the game more fun so feel free to get crazy!

This assignment will be due September 25th. We will have class time to work on it.