# Design Overview for Recreation of video game “Pong”

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# Summary of Program

This program will be a recreation of the 1970’s Atari game “Pong”, it will not be an exact copy, since to increase the complexity of the task several functional components were added.

Include a sketch of sample output to illustrate your idea.

# Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table : <<role name>> details – duplicate

|  |  |  |
| --- | --- | --- |
| Responsibility | Type Details | Notes |
| Baseline for ‘bar’ object | Field type, parameter and return types |  |

Table : <<enumeration name>> details

|  |  |
| --- | --- |
| Value | Notes |
|  |  |

# Class Diagram

Provide an initial design for your program in the form of a class diagram.

# Sequence Diagram

Provide a sequence diagram showing how your proposed classes will interact to achieve a specific piece of functionality in your program.