

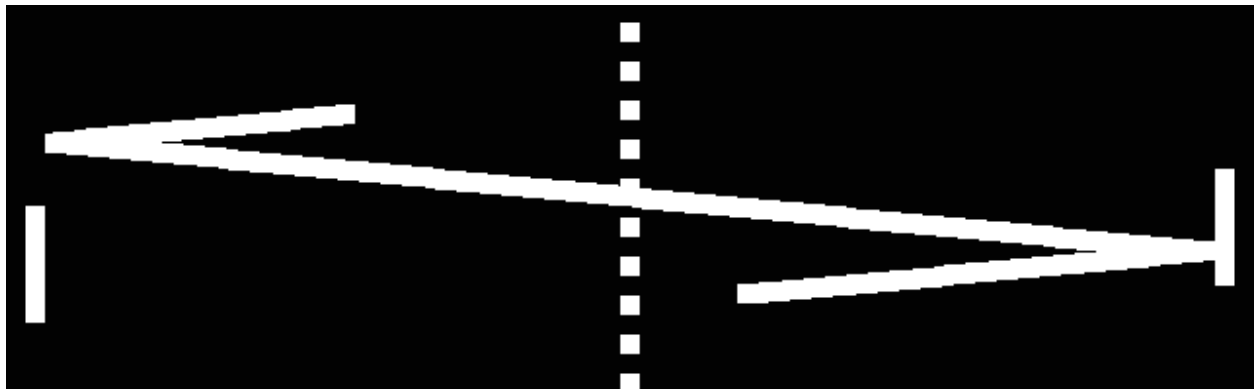
Ridiculous Pong

CART 253 - Creative Computation I

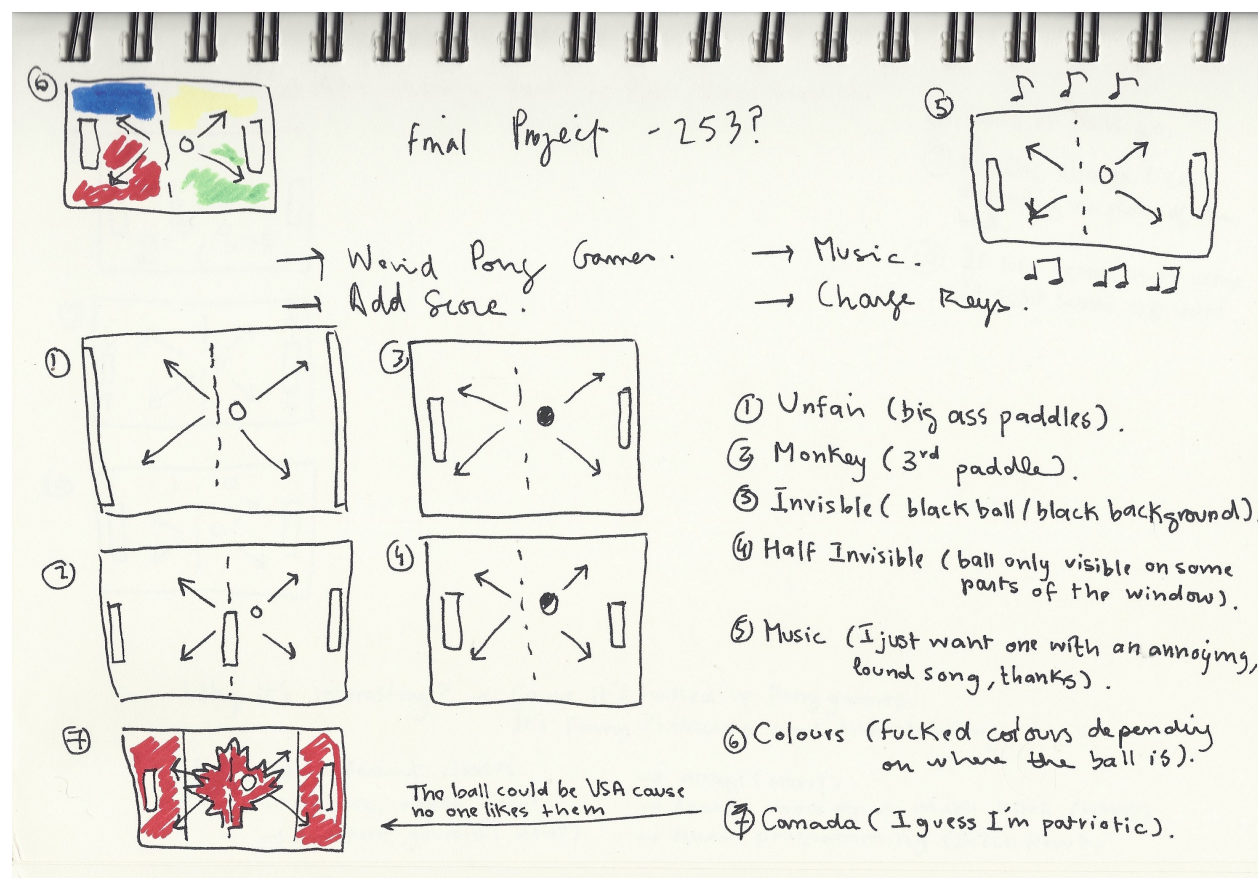
Research Paper Proposal

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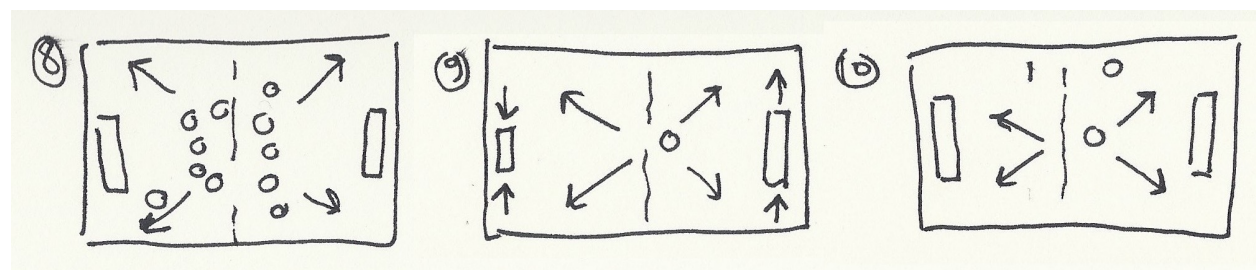
For my research paper, I will be making a series of multiple different versions of Pong. While they might be simple in a way, I want to make each version of Pong different somewhat ridiculous. I am mostly looking to have fun here, while staying within the guidelines of the project. It will look like the basic black and white Pong that was previously provided, however, each of the games will look somewhat different with change of paddle, ball, background, perhaps even music, sound effects etc. Some of the games might also have different controls, thus making it harder or perhaps even easier for the user(s) to play. I've already come up with several ideas for my Pong games, some of which are Monkey Pong, Invisible Pong, Unfair (or Useless) Pong, Patriotic Pong, Hope You Like Colours Pong, Whitney Houston Pong, Michael Jackson Pong, More Balls the Merrier Pong, Size Doesn't Matter in Pong, Unfair Pong the Sequel. At first I started thinking about the random and ridiculous ways I could make Pong entertaining. I came up with most of my ideas in little amount of time however, one of my main source of inspiration was most likely Pippin's PONGS which features a bunch of ridiculous Pong games.



This was truly one of my inspirations, not that I went over every idea and aspect of the game, but as I searched for any other type of strange, out of the ordinary Pong games, none compared to Pippin's work. Another inspiration was my own work for the Midterm assignment, not that it was anything extreme and completely different to the original Pong game but it was a start. This led me to wonder how different I could make Pong, once again, nothing to extreme, just different and entertaining. As mentioned before, I came up with several ideas for my mini Pong game series, some of which are presented below. I'll go into details regarding the different games in the following page.



The one I came up with first, in Unfair (or Useless) Pong, which is represented by the little number 1 (media above). Basically it's all about have two really big paddles or two really small paddles which will make it either really easy or really hard to score points. Then we have Monkey Pong (number 2 above) which is all about have a third player to make the game harder. Number 3 and 4 are quite similar, they're Invisible Pong and Michael Jackson Pong. Now while the names might be quite confusing, it's simply about having an invisible and half invisible ball. Invisible Pong has a black ball on a black background while Michael Jackson Pong has a black ball at some times and a white ball at other times. Number 5 and 6 (Hope You Like Colours Pong and Whitney Houston Pong) focus on a play of colour and music to anger or distract the players. Patriotic Pong, number 7, is as exactly as the name describes, I want it to be about Canada. I'm going to try and incorporate any Canadian stereotypes I can find into a Pong game.



These three are the very last ideas I came up with, More Balls the Merrier Pong, Size Doesn't Matter in Pong and Unfair Pong the Sequel. More Balls the Merrier Pong (number 8) was inspired by Pippin's class regarding arrays where instead of having only one ball appearing when the game starts, there could be between 5 to 100 balls appearing on screen. Size Doesn't

Matter in Pong (number 9) is an aspect of Pong I explored in exercise 02 where the length of the paddles would suddenly change depending on the balls location on the screen. Unfair Pong the Sequel (number 10), is actually something my mother came up with which was that whenever the ball would hit the left paddle, the right player's score would go up and vice versa.

As I started thinking about the different ideas of Pong I could come up with, I also started to think about the programming techniques I would have to use in order to make this work how I wanted it to. The basics of what I needed to have was different classes for my different games as well as several functions in order to make them all work depending on their theme and goal(s). Something I wanted to look into as well as audio, music input, something which I worked on for my Midterm assignment. However, I wanted to look further this audio input techniques in order to figure out what I could do with it, how I could transform it. Another aspect I wanted and need to look into is fonts, these might all look basic, however, I do remember struggling with this particular concept, especially the libraries, when working on the Midterm. I'm looking into fonts which will make the entire Pong game more video game like. One of the main programming techniques I know I will have to look further into is arrays in order to clean up my code etc. Also having a random x and y location generator for processing would be amazing, maybe it already exists, I'll have to look into that as well.