

Intro text

'Welcome to the World of Arcade Games!
We present you a Ping-Pong game!'

This section contains the following elements:

1. PLEASE READ! button - it appears on the small screen devices informing the user this game should be played on bigger screen devices and access can be limited on mobile phones. Modal used to display warning message. The user can close it by clicking anywhere outside the message box.

1. The PLEASE READ button is either shown or hidden depending on the screen size.

2. The background colour of all buttons changes when 'hover' selector is used.

3. The game can be reloaded by refreshing the website.

This section contains the footer with the following elements:

1. Social-links icons: LinkedIn (active), GitHub (active), Instagram (not-active) and Tweeter (not-active).

* first 2 icons once clicked it takes the user to external websites where additional information about the website designer can be found)

2. Copyright text - © 2020 Website designed by Kris Kempa

1. GAME MENU - just like buttons only appears on the bigger screen devices.

1. HOW TO PLAY? button - once clicked it opens a modal with a short list of ping-pong game tips. The modal can be closed when the user clicks/taps anywhere outside the box.

2. START THE GAME button - when user clicks on the button it opens the Playfield page where the round of Ping-Pong takes place.

3. CLOSE THE GAME button - it closes the game completely and takes the user back to the Intro page. The button is active only on the intro page and can be triggered when the user opens the game.

Additional information:

1. The buttons are either shown or hidden depending on the screen size.

2. The background colour of all buttons changes when 'hover' selector is used.

3. The game can be reloaded by refreshing the website.

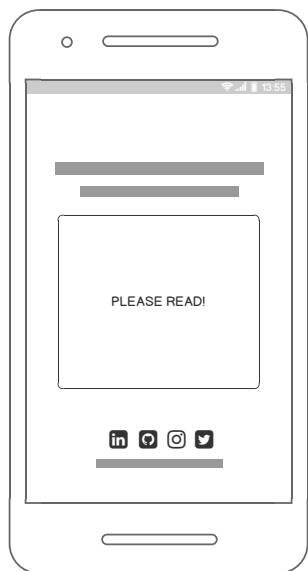
HOW TO PLAY? START THE GAME CLOSE THE GAME



Game - Playfield page

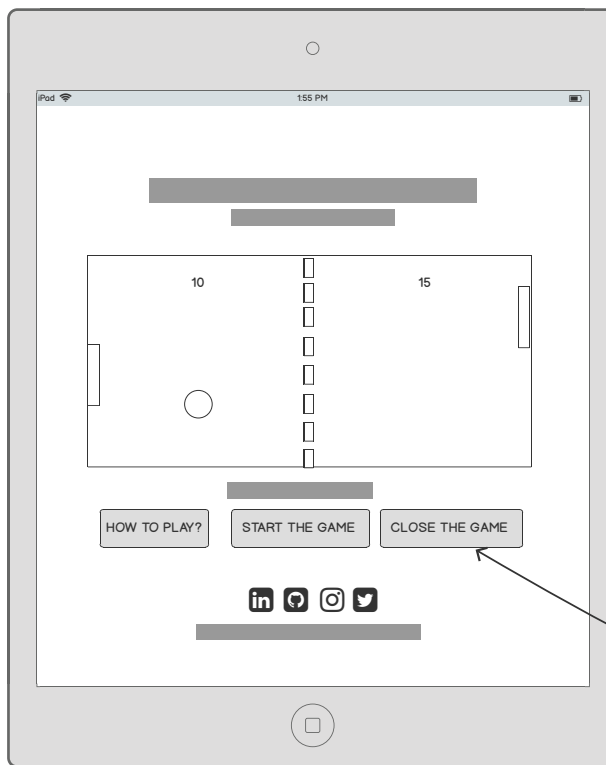
iPad/Tablet screen

iPhone/Android screen



The playfield contains the following elements:

- 2 paddles (left side is controlled by Player 1, right side by Player 2 - computer);
- ping-pong ball which moves back and forth if it's hit by a player
- the ball's speed increases with the number of player's hits;
- game net which divides the play-field in 2 sides;
- score records the number of points for both players
- the game can be reloaded by refreshing the page



The CLOSE THE GAME button closes the game and returns the player to the Intro Page.

Laptop/Desktop screen

