Pong Game Workshop Documentation

Description

Pong is one of the most simplest games out there. Code it in one afternoon and learn the basic concepts of programming. Also host your browser game for free to show everyone what you learnt.
Language: JavaScript

Prerequisites

- GitHub account (can be created during the workshop)
- own Laptop (can be provided in offline sessions) with
  Visual Studio Code (https://code.visualstudio.com/Download) or a similar Text Editor
- the repository downloaded
  (https://github.com/CodingClubs-Berlin/PongCodingClub)

Steps

1. Draw Gameboard
   New: use a function
2. Create gameboard variables
   New: create variables
3. Draw Circle
   New: Use variables
4. Create Players
   New: create an object
5. Read user input
6. Move players
   New: if conditions
7. Create ball
8. Move ball
9. Ball wall collisions
10. Scoring
11. Ball paddle collision
12. End the game

Bonus

13. Add an ai

Available Functions

Drawing:

- function drawBoard (width, height, fillColor)
  draw the gameboard
- function drawCircle(x, y, radius, colour)
  draw a circle at the x, y coordinates on the gameboard
- function drawRect(x, y, width, height, borderColor)
  draw a rectangle at the coordinates x, y on the gameboard

- function drawScore1 (score)
  draw the score of Player1
- function drawScore2(score)
  draw the score of Player2

general

- function showEnd(winningPlayer)
  display the end screen
- function getRandomNumber(min, max)
  returns a random number between the min and the max