

- Objective: Score points by hitting a ball past your opponent's paddle.
- Controls: Move your paddle up or down to hit the ball.
- Ball Movement: Bounce the ball off paddles and edges, with speed increasing over time.
- Scoring: Earn points when the ball passes your opponent's paddle and hits the screen edge.
- Winning: Reach the set score first to win the game.

#### Features:

- Two-player mode: Compete against a friend, each controlling a paddle.
- Simple controls: Easy to learn, with basic paddle movements.
- Basic physics: Ball bounces predictably off surfaces.
- Minimalist design: Simple graphics and sounds focus on gameplay.
- Iconic sound effects: Recognizable ball bounce sounds.

#### Breakdown:

- Core Mechanic: Move your paddle to hit the ball and score points.
- Feedback Loop: Quick feedback on ball path helps adjust paddle movements.
- Skill Mastery: Master precise paddle movements and timing to anticipate the ball's path.
- Randomness vs. Skill: Random ball movements challenge players, but skill can predict and react.
- Progression: The game speeds up gradually, adding challenge.
- Player Interaction: Requires constant movement and reactions.
- Replayability: Its simplicity and competitiveness make Pong highly replayable.

Box collides rigidly

AI Score

Player Score

Box collider

box  
collider

Paddle (rigid body, box collider)

Paddle  
(rigid body, box collider)

Ball (rigid body, box collider)

Box collider, rigid body

