Game Storyboard: Pong

Company: Enigma Studioz

Contact: [EnigmaStudioz1@gmail.com](mailto:EnigmaStudioz1@gmail.com)

Owners:

* Cameron Brantley
* Dillin Nasrallah

Workers:

* Cameron Brantley - Lead Artist/Lead Modeler/Lead Sound
* Dillin Nasrallah - Lead Programmer/Lead Sound/Lead UI development

Game Genre:

* Arcade
* Strategy

Platform:

* PC Unity

Perspective:

?

Time Frame:

* 1 to 2 months. Latest done by October 15th

Purpose:

1. To clearly show weaknesses and improve on them as a team.
2. Get familiar with game development and the hardship that it entails.
3. Prove that we can actually work as a team and create a game.
4. Gather experience and knowledge.
5. Build a foundation for the upcoming future.
6. A gateway to show if we actually want to pursue game design as a career.
7. Improve bonds between group members and establish a trust system.
8. Overall **Finishing the project and delivering on announced date**

Description:

The classic arcade game of Pong that many of us remember and love as a childhood. This game offers many hours of gameplay of basic table tennis, but on a 2D screen. The player uses a paddle to battle against the AI, and or the other player, to claim the title as number 1 Pong master.

Requirements:

1. The game must have non-bugging AI, that progressively gets harder.
2. The ball does exhibit physics when colliding with walls. I.e faster movement.
3. Has a fully functioning menu screen that works properly and as intended.
4. There is some sort of customization for the paddles.
5. The game must be different from the rest to be unique. Adding our own little twist.
6. Sound must also be included in the game.
7. No bugs, or minimal problems once the game has reached release date.

Optional – Tournament mode is in the game. Instant Replay for winning shot.

Things to do:

1. Find a game engine to use.
2. Figure out a starting place.
3. Proceed from there.
4. Assests being made.
5. Coding for Ai being made, and a general idea for the main screen.
6. Make sure the game is polished upon release date or before release date.

Work Availability:

Cameron:

* + Mondays –7 pm to 11 pm.
  + Tuesdays - 7 pm to 1 am.
  + Wednesdays – 12 pm – 3:30pm and 7 pm – 1 am
  + Thursdays – 7 pm to 1 am
  + Friday - 2 pm – 1 am
  + Saturday 1 pm – 1 am
  + Off day. Observed as being the Sabaoth Day. (Christian Faith)

Dillin:

Schedule: