

PING-PONG

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Theme of the Game

- **Ping-Pong** is a two-dimensional sports game that simulates table tennis.
- It is a **two player** game.
- Players control an in-game paddle by moving it vertically (Up or Down).
- Players use the paddles to hit a ball back and forth.
- The goal for each player is to reach **fifteen points** before the opponent.
- Points are earned when one makes the white ball to hit the opponent wall.
- Points are reduced when the power ball hits the paddle.

Controls

PLAYER – A

W	To Move The Paddle UP
S	To Move The Paddle DOWN

PLAYER – B

UP Arrow	To Move The Paddle UP
DOWN Arrow	To Move The Paddle DOWN

The Power Ball

The ball which is red in colour is power ball, which reduces one point when it hits the paddle.

Scoring Criteria

You will earn one point if the WHITE ball touches the opponent's wall.
You will lose one point if the RED ball touches your paddle.

The one who earns 15 points first is declared as winner.