Presentation

Creating a Pong Game.

Tool Used

What is a Pong Game?

Project Overview

Project Title: Pong Game

The main goal of this project is to create a fun and engaging Pong game using Figma. The game should feature easy to play and more challenging gameplay, with a focus on making the user experience smooth and simple, and exciting with a complete design, ready for development. The ultimate dream design is to make it flat-front and modern.

Team Member

Design Process

01 Empathize
User research, Pain Points

02 Define
User interviews, Personas, Competitive audit

03 Ideate
Paper developments,Digital low-fidelity wireframes, User flow

04 Empathize
High fidelity wireframes, Visual design, prototype

05 Test
Usability Test

Brainstorming

Explore
Explore ideas to make each gameplay as creative and fun as possible

Tracking
Tracking the ball's movement, speed, and direction

Rewards
Bonus points and special effects for achieving milestones

Idea
Try several new ideas to make the game more fun and unique

History
Look at classic Pong games and find ways to challenge yourself

Locations
Explore ideas on the fly quickly

Problem Statement & Solution

- Ball passes through the paddle.
- Paddle moves out of bounds.
- Score does not update correctly.
- Game does not end when a player reaches the maximum score.
- Ball always starts at the same position.

- Use collision detection with Rectangle and adjust the ball's direction upon collision.
- Limit paddle movement to the screen's height.
- Increment the current player's score when the ball crosses their respective boundary.
- Check if either player has reached MAX_SCORE and stop the game if a winner is determined.
- Randomize the ball's initial position and direction.

Note: Develop the **Problem statements with their corresponding Solutions**? for more information

Qualative Research ?

Qualitative research aims to understand the underlying reasons, motivations, and opinions behind user behaviors and experiences. It provides a deeper understanding of how users think and feel about a product or service, which can inform design decisions and improve the overall user experience.

01	Is the game too easy or too difficult?	02	Are the controls easy to understand?
03	Does the game feel fun and engaging?	04	Do you like the game's visual design?
05	Does the game feel competitive enough?	06	Are the sound effects and background music enjoyable?

Qualative Answer

01	Add difficulty levels (Easy, Medium, Hard).	02	Add power-ups, new game modes, and challenges to enhance engagement.
03	Provide a simple tutorial and allow players to customize control settings.	04	Update the color scheme, background, and animations based on player preferences.
05	Add leaderboards, multiplayer options, and achievements.	06	Improve sound effects, offer background music choices, and allow volume control.

Note: Download the **Qualitative Research Questions**? for more information

User Flow

Customization
Start Game
Customization
Start Game
Ball
Paddle
Ball
Paddle
Ball
Paddle