- <u>Pong Gameplay</u>:
  - game starts with ball at center of screen, then sets ball into motion to either left or right (randomly chosen)
  - Player can change direction of ball upon return by deflecting the ball off of the top, middle, or bottom of paddle
  - ball speed is slower initially, but upon first return will increase to a (faster) set speed.
  - When a player fails to return the ball, a point is added to the opponent's score, then the ball is reset to the middle of the screen and set into motion towards player who missed the return
  - the player to get 11 points first wins the game

- <u>Game Sketch</u>:

ball expressed as square; size is 2-5% of the Screen width or height)

Player's score is placed in corner of field as to minimize obstruction of paddle & ball. Size ~10% of screen width (or height)

Paddle is at least one padde width from side borders

Paddles should be the same width as the ball, but 3-4 ball widths long

Screen ratio should be ~3:4

dotted line to denote center of play field