Design journal (CLASSIC PONG)

**Goal of the prototype**
- Map a joystick controller with Unity
- Make a basic 2 player arcade game
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**What was achieved**
- Mapped 1 controller
- Pong game playing against yourself

**Questions for playtesters**
- **Was the controller easy to figure it out ?**
    - What would you change to make it easier or harder to figure it out ?
    - Do you prefer playing with a controller or mouse keyboard?
    - Playstation or Xbox controller ?
- **How would you make a classic pong game interesting and new ?**
    - What new features would you like to be implemented
- **Would you play Pong with a stranger ?**
    - Why yes or no ?

**Feedback**
- The controller feels odd, not working properly, maybe it's intended, like a feature?
- Having 1 stick to control the paddles and playing against yourself was not expected, kinda cool!
- It depends on the game i'm playing, if it's a FPS, RTS, RPG I prefer playing with a keyboard, Sport, racing, fighting games with a controller, for a pong game both is enjoyable
- Switching sides, making the ball faster, changing the paddle size
- Adding power-ups to change the feel of the game