

Game was made by Iliya Gavrilov

Game Ping-Pong

What was my task?

What does the game consist of?

What is the distinctive feature of the game?

Demonstration of the program

The project can be improved

What was my task?

Initially, my task was to program a simple game, as shown in the picture in the lower right corner. But I decided it was too boring, and decided to add new mechanics that came to my mind - playing with a bot, menu, counters, it turned out that it was in the lower left corner. This took a little time for me.

But I want to say thank you to my teacher, thanks to him I got acquainted with GitHub and interesting Python modules.

Final version



Supposed version



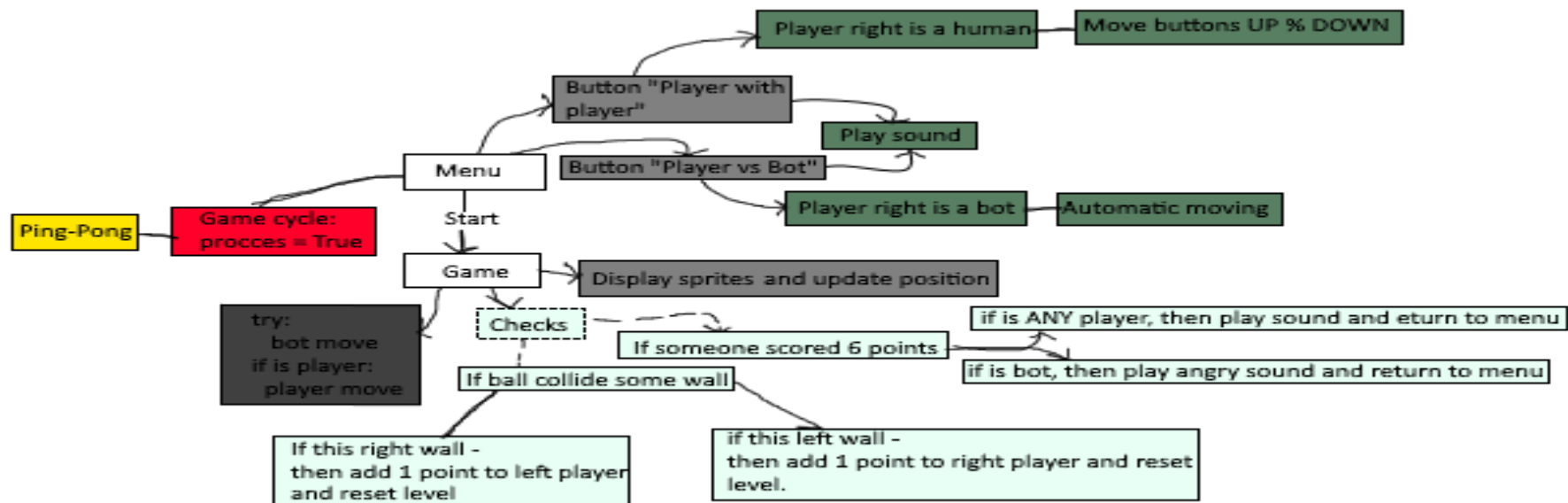
What does the game consist off?

I will tell you in the order of what I saw, first in the game we are greeted by a menu on which there are two buttons – 2 players or a bot and a player - you can click on any of them. The game start sound will play.

Next, the game will begin, you will play for the red racket, your opponent for the blue racket (Possibly a bot).

A ball will fly across the field, which you must hit and score to your opponent.

If the ball touches someone's wall, then a new round will occur after 3 seconds and a point will be added to the opposing player. To win you need to collect 6 points. If you win or lose, you will return to the menu.



By the way, here is the Mind map of Ping-Pong game.

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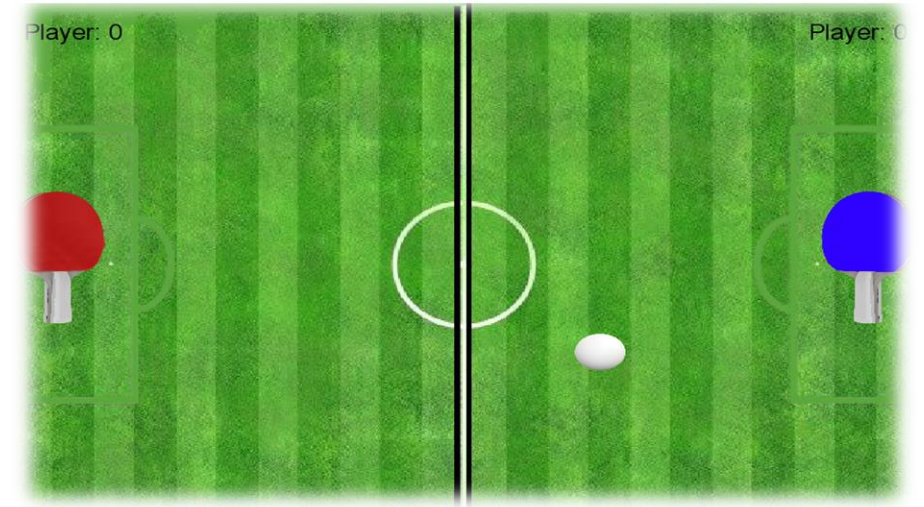
Demonstration of the program

Now I will introduce you to the game: The first top photo shows the game at the very beginning of the login, where you can select the mode.

Next below is the gameplay where you have to defend your side and try to send the ball towards the enemy.

The very bottom shows the end of the game where the red player won. After this you will see the menu again.

Throughout the game you will be accompanied by music (Good music) and sound effects, for example, after a win or loss.





Thank you for your attention

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I'll be happy to answer questions about the game or the code.

I will also be happy to hear suggestions for improving the game!