**Project title (PONG cu atitudine)**

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academic year: <2020 - 2021>

**● Gameplay:** ... ( *ex: Two players compete against each other in an air-hockey like game(also similar to the original PONG game), where they must score the ball into the opponent’s net. The game ends when one of the players gets 7 points and is declared the winner. At random times, a power-up will spawn on the field which, when picked up, add special features.* )

**● Plot:** ... ( *ex: Once upon a time, on a far-far away field, player one competes against player two in a thrilling game of PONG to ultimately decide who takes home the crown of best PONG player in the galaxy.*)

**● Characters:** ... ( *ex:*

**○ *Player 1*** *is one the protagonists and player-characters. He is usually portrayed as a red rectangle, an aggressive player willing to risk it to win it all.)*

*○* ***Player 2*** *is the other protagonist and player-characters. He is usually portrayed as a blue rectangle, a more defensive and careful player who tries to strike in the key moments.* )

**○ *The* *Ball*** *is the only non-player character. Is just there to be mercilessly hit by the players for their selfish competition.*

**● Mechanics (turns, game points, user interaction, keys ):** ... (WASD are for player one and the ARROW KEYS are for player two. P button is to pause the game and the left-click button is used to press buttons in the menu. )

