

SHAHJALAL UNIVERSITY of SCIENCE AND
TECHNOLOGY

Session:2021-22

Department:Computer Science And Engineering

Course title:Project 150

Game Name:Ping Pong Game

Introduction:

Table Tennis,also known as Ping-Pong,is a ball game played on a flat table divided into two equal courts in which players hit a lightweight ball back and forth using a table tennis paddle.

Equipment:

- 1.Two Ping-Pong paddles
- 2.Ball
- 3.Table
- 4.Net

Fundamental skills and techniques

A.Grip and paddles control

B.Stance and Footwork

C.Serving (topspin and backspin serves)

D.Strokes

Rules of the game:

.The objective of the game is to hit the ball with paddle held in the hand over the net.Striking the ball before it bounces is not allowed.

.Whenever commits a mistake losses a point and your opponent gains a point.A match is won in a three out of five games.

Conclusion:

Achievements: I'm proud of in the game –like making the ball movement smooth, adding cool features, or creating a user-friendly interface.

Lessons Learned: I learned while making the game-coding tricks, better design ideas, and how to manage time effectively.

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