



TEAM LEAK MEAD

Pong

JAVA GAME PROJECT - PONG

The purpose for creating this team was to create a GUI or console-based game. We decided to create the classic game Pong. A game where two paddles (Player paddle and Rival paddle) hit a ball that is bouncing across the screen. The purpose of the game is to hit the ball more times than your opponent and score more points than your opponent. The game could be played against the computer or against a friend while sharing the same keyboard.

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Team consists of the following members:

- Aleksandar Mitev
- Andrian Dzhambazov
- Nikolay Kolibarov
- Ivan Zhostov
- Ivan Kraynov
- Emilia Ivanova

CONTRIBUTIONS

Aleksandar Mitev – Worked on some last finishing fixes and presenting the project.

Andrian Dzhambazov – Worked on the bouncing ball, score system and collision detection.

Had problems using github so Nikolay made the commit for him.

Nikolay Kolibarov – Worked on creating the screen of the game, appearance, paddle collision, main menu launcher and multiplayer (Up to 2 people sharing a keyboard on the same PC).

Ivan Zhostov – Worked on creating both paddles and the controls for them.

Ivan Kraynov – Did not contribute.

Emilia Ivanova – Did not contribute.



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Pong.
Thanks for listening.