Pong

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GameSalad is the game developer tool I used to slowly build my game into pong. The basic idea behind pong is two players can compete competitively, you will either win or lose the game and the score goes up to five. The environment in which it is based in is tranquil environment and is fun and easy to play! The intro guides you through to the starting of the game and allows time for both the players to adjust before clicking. There is a winners’ screen for players one and two. After the game has ended, it will greet you with a “Game Over” Screen. Pong automatically resets and lets you play again with the score counters resetting and the characters resetting too! The mechanics behind the game are simplistic and were also labelled with great care.