**CSE 310—Applied Programming**

**W03-Teach: Project Plan**

| **Unique Team Name** | Pong^2 |
| --- | --- |
| **Team Members (Project Lead First)** | John Wursten |
|  | Tyler Zweifel |
|  | Cougar Taylor |
|  | McClain Lindsay |
|  | Evan Riker |

1. Select the type of project you will be creating. Place an “X” under the “Selected Column”:

| **Project Type** | **Selected** |
| --- | --- |
| Android App |  |
| Web App |  |
| Game | X |
| Robot |  |
| Other |  |

1. Describe the program you will create.

Pong2 is the evolution of the old classic Pong. Instead of 2 players playing against each other, Pong2 is a 4 player match, with a player on each side of a large cube. Pong2 has 2 unique modes, classic and arcade. Classic mode is very similar to the Pong you know and love, just upgraded to 4 players. Arcade mode is where things get a little wacky. Instead of a blank field, arcade mode has multiple hazards and modifiers to alter the playing field. Moving blocks, events, and new maps are just some of the surprises that players can expect in arcade mode.

1. Make a list of specific requirements (that is, functionality) that will be implemented in your software (add more rows if needed).

Project Features 1st Draft

[godot docs](https://docs.godotengine.org/en/stable/getting_started/introduction/learning_new_features.html)

* Stage 1 ideas
  + all players on one computer.
  + Has 4 player or AI-controlled paddles.
  + Has a ball that bounces between them.
  + The game has a time limit
  + Earn a point every time the ball goes through your goal, you earn a point (the least points wins)
  + paddles don't traverse their whole side, there is a block in the corner.
* Stage 2 ideas
  + all players are on separate computers on the same LAN.
  + Powerups (arcade mode)
    - time-based?
    - item-based?
    - speed up the ball
    - multi-ball
    - reverse paddle
    - paddle gun
    - randomize sounds
  + obstacles
  + Power-ups.
* Stage 3
  + all prayers on phones (website or app?) while the game is hosted on a computer on the same LAN.

| **Your Project Requirements** |
| --- |
| 4 person pong basics |
| Arcade Mode with powerups and map obstacles. |
| Runs on the GoDot engine |
| Has Sound |
|  |
|  |

1. Input the link to your project Github account.

<https://github.com/Jwursten/Pong-2>