

Pong Assessment Post Mortem

Scope:

The goal of this project was to create a basic Pong replica using C++ in Visual Studio along with the Simple Framework provided. The game is two-player with each player controlling a paddle which they use to bounce a ball into their opponent's goal, the first player to score three times wins the game. Ideally there would have been a power up system in the game but it was unimplemented due to lack of time.

Triumphs:

- Made the game look clean and handled collision smoothly without too much stutter or noticeable overlap of objects.
- Created a method of collision detection without any real outside help though it isn't the most elegant way possible it is at least functional.
- Simple Framework implemented smoothly without any real major hiccups as well as most everything we've used in class.

Failures:

- Creating a method of collision detection was the first challenge that I ran into and succeeded in figuring out with minor outside help though I would have preferred to find a more efficient way of doing so than the method implemented
- Tracking score on screen was incomplete though it is tracked through the command window I would have preferred to have it on the actual game screen represented by a simple checkmark at the top of the screen or an actual number.
- Implementing a restart menu after the game ends, was unable to restart the game fresh after a player had reached three points though the rest of the code base had been implemented with mixed results.
- "Upgrade" system was not implemented simply because I ran out of time personally due to work schedule and have taken steps to ensure this is not the case in the future.

Growth Opportunities:

- Study Vector Maths more thoroughly and find ways to implement them so as to have smoother collision detection and cleaner code.
- Practice the use of Arrays more often as well as Structures.
- Generally find ways to spend time practicing code more often.