**Atari Tennis**

Description: The Atari Tennis game is a single player 2D game that involves with mouse

Movements, which requires the player (real person) to compete against the CPU. The two players (CPU and the real player) will be represented by a rectangular tile, which would be used as the racket to hit the ball. The game will start with the player serving the ball; when the player left click on the mouse, the ball will be served to the opposite side, to the CPU. However, you do not need to left click when it is the CPU’s turn to serve. When the CPU scores a goal, the player will be the next one serving; if the player scores a goal, the next serve belongs to the CPU. In between each goal and the next serve, the scores of the CPU and the player will be shown on the top of the screen. The player or the CPU will be allowed to serve after the scores disappears from the screen. The game will include two base lines, which will be the score lines for the game. After each serve, players from both sides will have to let the ball hit the racket (the tile). If the player is unsuccessful in returning the ball (ball did not hit the tile), the ball will touch the base line and will be counted as a score for the CPU. In the opposite situation, when the CPU misses a shot and the tennis ball hits the base line, then it would be a score for the player. The game will end either when the player or the CPU reaches 7 points, without winning by two points.

**Levels - Easy - Normal - Hard**

The player can choose the difficulty level of the CPU.

**Rules**

To serve the ball, you must press the left click in the mouse.

The player must hit the ball and put the ball behind the CPU .

If the ball passes behind the CPU’s racket, the player makes a point.

If the ball passes behind the player’s racket, the CPU makes a point.

Whoever makes 7 points first wins.

**Movement**

The player will move up or down with the mouse.

If the player goes down the screen, the racket will appear in the upper left corner.

If the player goes up the screen, the racket will appear in the lower left corner.

Depending on where you hit the ball with the racket, it will bounce to the top or to the bottom.

The ball will increase its velocity every time it gets hit by a racket.

If the player presses the space key, the racket will move faster.

The racket moves with the up and down keys.

**Schedule**

Make the player’s racket move with the up and down key May 23

Make the CPU’s racket move - May 25

Make the movement of the ball - May25

Make the ball bounce when it touches the rackets - May 26

Make the player or CPU get a point when the ball passes the boundary line - May 27

Make the scoreboard appear and disappear when the player or the CPU makes a point - May 28

Make the Menu of the game, and the difficulty - May 29

Repair small details - May 31