

Pong

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Task 1

Section A

Game Summary:

Pong is a 2D, 2 paddle, 2 player game with 1 goal, score a point by making the other player miss.

Core Mechanics:

- The ball can bounce off all surfaces.
- When the ball hits the left or right side of the screen the player who scored will gain a point
- The first player to 11 points wins.
- The ball bounces back in reflection of its income
- If the ball hits closer to the middle it bounces back with a higher speed

Gameplay: Player's would bounce a ball back and forth at one another with the goal of making the other player miss. The first player to get to 11 points wins.

Audio: Classic pong music, relaxing simple beats

Visuals: Minimalist and flat.

Task 1

Section B

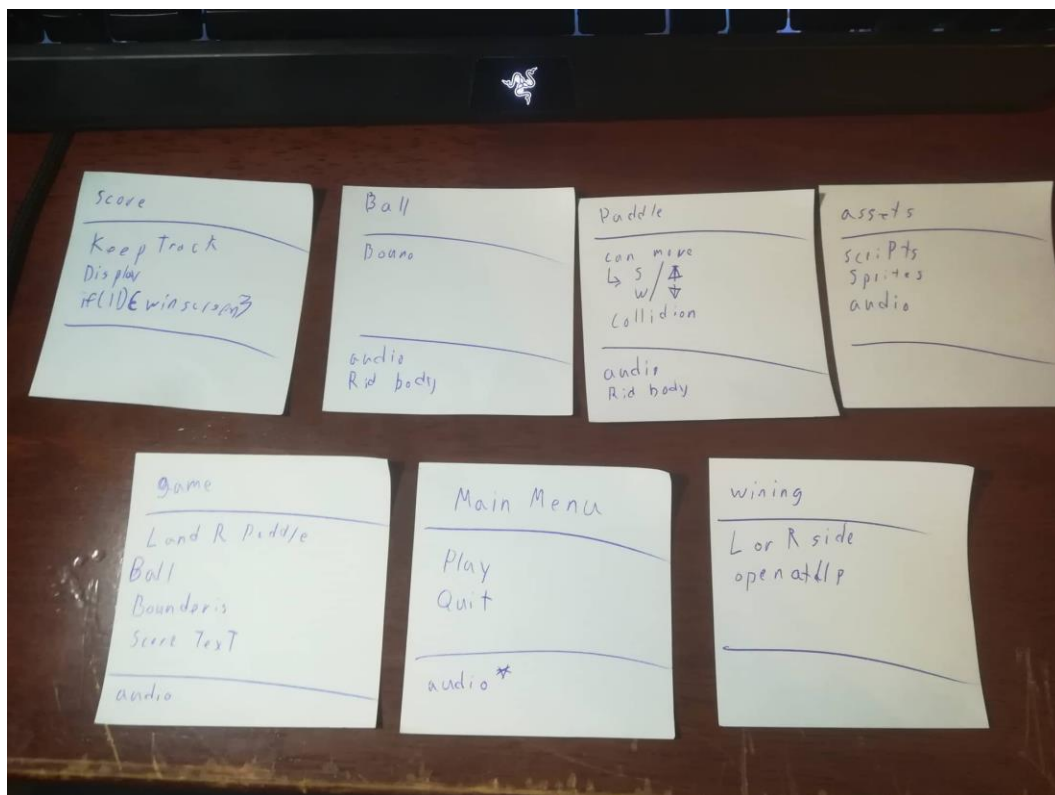
Production timeline Gantt chart:

Order of importance	Task to do
1	Research games and select a project.
2	Create game assets (Paddles and ball)
3	Implement movement and player input
4	Implement collision
5	Implement a ball reset when out of bounds
6	Implement score system (11 points = win)
7	Implement menus, UI and navigation.
8	Add sounds (optional)
9	Implement controller input (optional)
10	Build project.

Task 1

Section B

CRC Cards:



Task 2

Section A

Design brief.

1. Target device:

Desktop, aspect ratio of 16:9, keyboard / controller inputs.

2. Control methods and game mechanics:

Side	Left	Right
Up	W	Up arrow
Down	S	Down arrow

Ball can bounce of all surfaces excluding left side and right side of screen.

Paddles can change speed and trajectory of ball based on where the ball hits paddle.

3. Game Screens

Screen Id in build menu	Screen name	Description
0	Main Menu	2 buttons, Play and Quit.
1	Game	Contains the main game.
2	Left side wins	Display winner, 2 buttons. Rematch and Main Menu
3	Right side wins	Display winner, 2 buttons. Rematch and Main Menu

4. Gameplay Flowchart

Screen	Main menu	Game	Game at 11 points	Left win	Right win
Choice	Play or Quit	Hit ball with paddles, fail to hit and miss, gain points	Move to winning screen	Rematch or Main Menu	Rematch or Main Menu

5. Game objectives:

Be the first player to get 11 points.

6. Art assets:

Unity inbuilt models, some sound affects for ball hit and button press.

7. UI outlines

Simple, and streamlined, Font: Ariel, no more than 2 buttons on screen at a time.