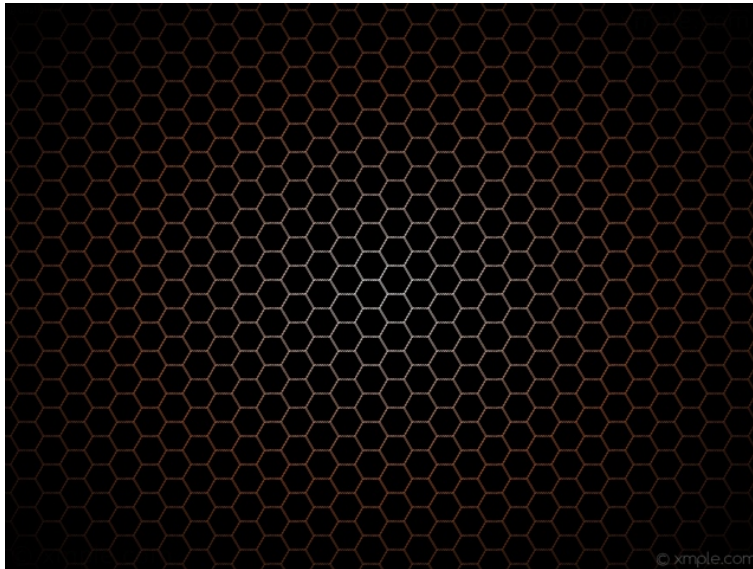# Pong

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1 Implemented Ideas

1.1 Graphics

1.1.1 Background

The background was changed to better track the movement of the ball, since the bomb image was hard to track in a plain dark background.
Now the background has a Octagon grid and therefore the movement of the ball is more visible.

1.1.2   Ball

Changed the ball asset to a bomb. Also asset is now bigger, because starting velocity was increased.

1.1.3   Paddles

The paddles were changed to Battle Axes. The right one is just a mirrored version of left axe.

1.2   Movement

1.2.1   Paddles

Changed the movement of both paddles to UP, DOWN, LEFT and RIGHT. Velocity is the same for all directions. The idea was to make Pong a more dynamic experience for the players. Still they are only able to move in their section.

1.2.2   Ball

Movement is still the same, just the starting velocity was increased.

1.3   Sound

1.3.1   Background

Added a background music to fill the sound gap between the collision sound events.

1.3.2   Paddles

Added axe strike sounds to the ballHit event to better fit the axe graphic assets.

1.3.3   Bounce

Changed the bounce sound to a more comical one, for the current graphic assets have a more comical tone.

1.3.4 BallOutOfBounds

Since the ball graphic asset is a bomb, the sound was changed to an explosion. Changed the Ball Graphic asset to a bomb.

1.3.5 Paddles

Both paddles were changed to Battle axes to fit the now more dynamic movement and fight with the opponent.

2 Further (not implemented) Ideas

2.1 Menu

Add a menu with some of the following options. This menu should start after the demo mode.

2.1.1 Single/Multiplayer

Players should be able to choose between Single/Multiplayer game. If Singleplayer option is chosen, option to choose the difficulty of AI should be available. If Multiplayer option is chosen, the game proceeds in the now implemented version.

2.1.2 Difficulty

Choose the overall difficulty of Pong. For example, a higher difficulty will increase the starting velocity of the ball. Also the increase of ball movement will be set higher. Optional is a hardcore mode, in which the paddles are smaller than usual.

2.2 Artificial Intelligence

An AI will be needed when including a Single-player mode to the game. It should of course be able to have different reaction times, depending on set difficulty.

2.3 Fullscreen Mode

Another great feature would be to scale the game with the size of used Web Browser. Since a lot of things are needed to be changed, this feature was not implemented in the current version.