# PongWithATwist:

Diagram

Description automatically generated with low confidence

Iteration 1 MVP

* Start button
* Score display
* Ball hit border 1 point. (+ sound)
* Ball runs out at bottom = loose (+sound)
* Pedal move left right hit ball to not loose
* At every 10 points change background color.
* At every 10 points change shape/picture of ball.
* At every 20 points increase the speed of the ball (+ sound)

Iteration 2

* Player name
* High score list
* 3 “lives” ball’s pr game.
* At every 50 points make the pedal smaller.
* At every xx points make holes in border.

Iteration 3

* Falling Power up’s
* Falling Power down’s
* Falling debris.

Original pong: <http://www.stevewardle.com/development/javascript-html5-canvas-pong/>

**Ball collision count:**

ball event with "On-Collision" or "Is Overlapping sprite" condition with action to add 1 to a global variable?

Use "Trigger Once" condition as well so it only adds 1 until the next detected collision/overlap.

<https://spicyyoghurt.com/tutorials/html5-javascript-game-development/collision-detection-physics>

**Bounce off walls:**

<https://medium.com/dev-compendium/creating-a-bouncing-ball-animation-using-javascript-and-canvas-1076a09482e0>

<https://gamedev.stackexchange.com/questions/121556/bouncing-from-any-object-after-collision-javascript>

**Move left right Iron hack canvas code along 😊 and** [**https://keycode.info/**](https://keycode.info/)

**Play sound on collision:**

var snd = new Audio("dog\_barking.mp3");

if(condition true)

{

snd.play();

}

**Other example:**

<audio src='audio\_file.mp3'></audio>

const audioContext = new AudioContext();

const element = document.querySelector(audio);

const source = audioContext.createMediaElementSource(element);

source.connect(audioContext.destination)

audio.play();