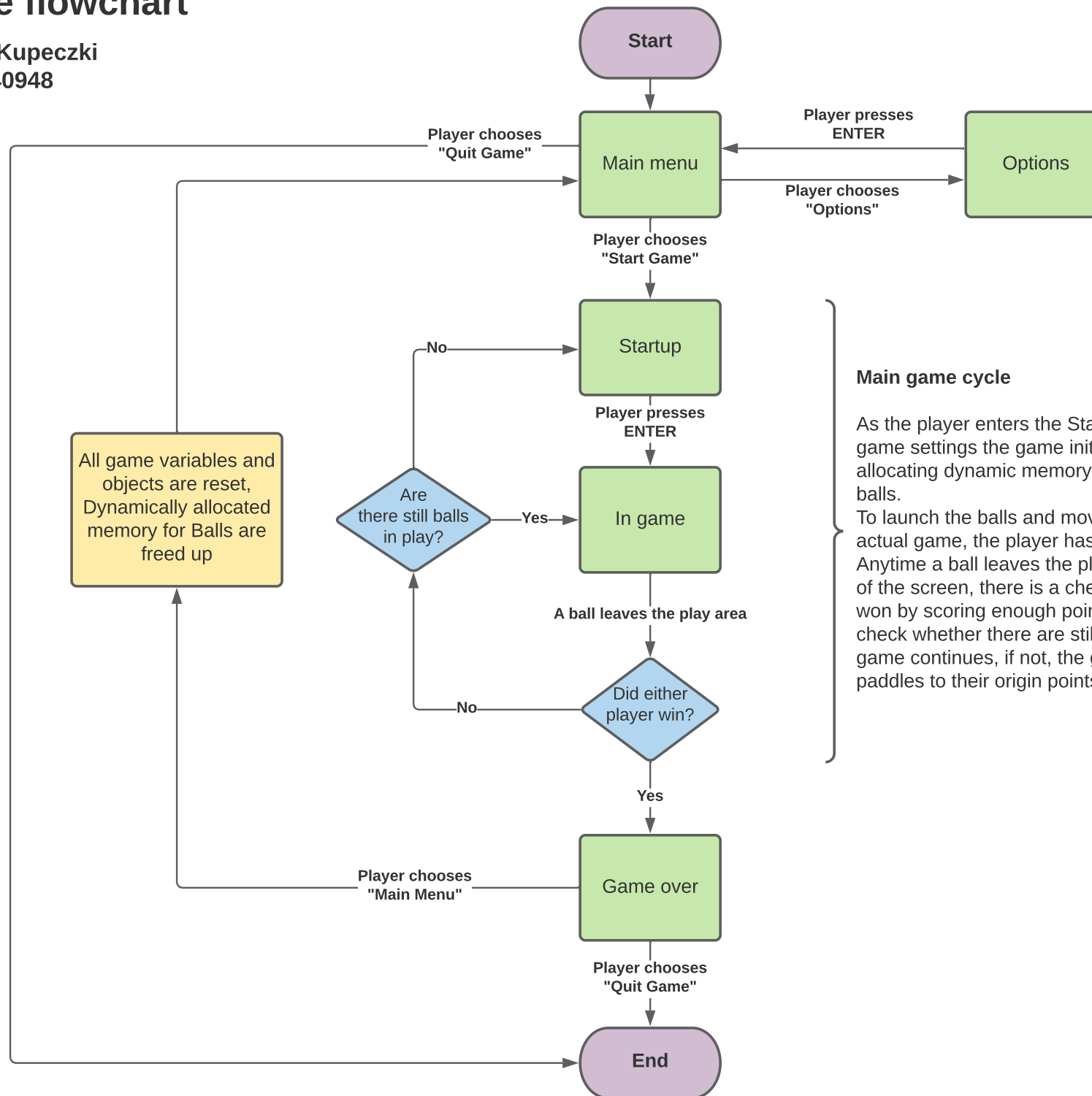


Pong game flowchart

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Main game cycle

As the player enters the Startup phase, based on the game settings the game initializes the balls by allocating dynamic memory based on the number of balls.

To launch the balls and move the game towards to the actual game, the player has to press ENTER. Anytime a ball leaves the play area on either left or right of the screen, there is a check whether either player won by scoring enough points. If not, there is another check whether there are still balls in play, if yes, the game continues, if not, the game resets the balls and paddles to their origin points.