



PONG Documentation

GITHUB - PaulErwich



Paul Erwich

First ideas

Requirements:

2 player

2 scoreboards

Halfway line

Ball

Game states

Menu

Game play

Game over

Game state ENUM

Planning:

Player class

Scoreboard class

Ball class

Menu class

Game play class

Game over class

Game state ENUM class

Player class:

Constructor - player 1 or 2

Deconstructor

Key handler:

Movement:

Up is W or Up arrow

Down is S or Down arrow

Boolean for if they're player 1 or 2

This is to move the correct player when movement keys are pressed

collision box - collision within game_play class? maybe its own class altogether

Rectangle sprite

Score variable

Reset function

Has a scoreboard class

Scoreboard class:

Text sprite

Uses corresponding player

Constructor - X and Y based on player spawn

Deconstructor

update score

Ball class:

Velocity

Direction

Vector

sprite

collision box

Menu class:

Play option

Quit option

2 text sprites

Key handler for selection

Game play class:

Has 2 players

Has 1 ball

halfway line

Timer / score limit

Collision function

Game over class:

Text sprite for winner

Text sprite for final score

key handler

press enter to play again - take you back to menu

Game state ENUM:

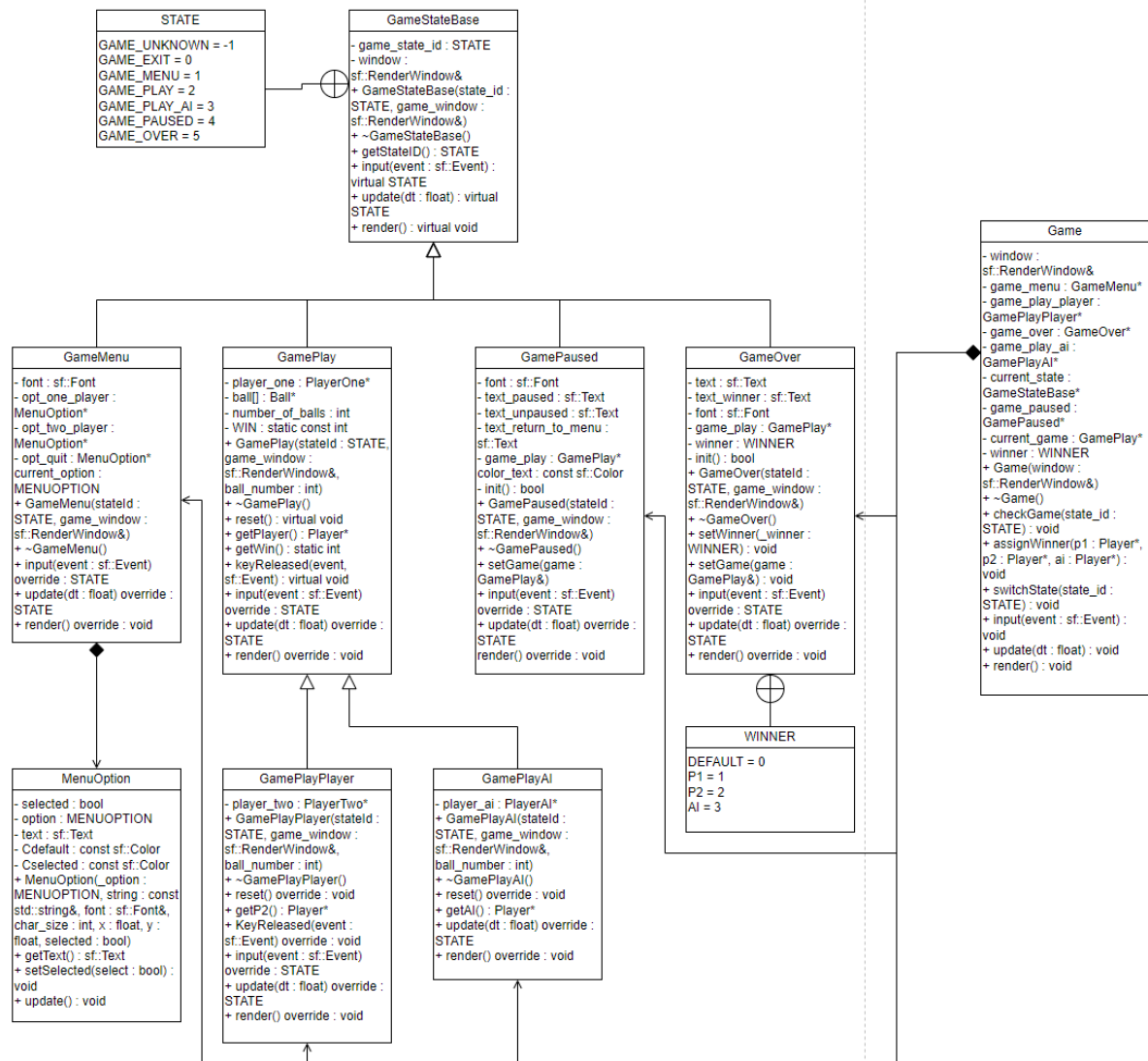
GAME_MENU

GAME_PLAY

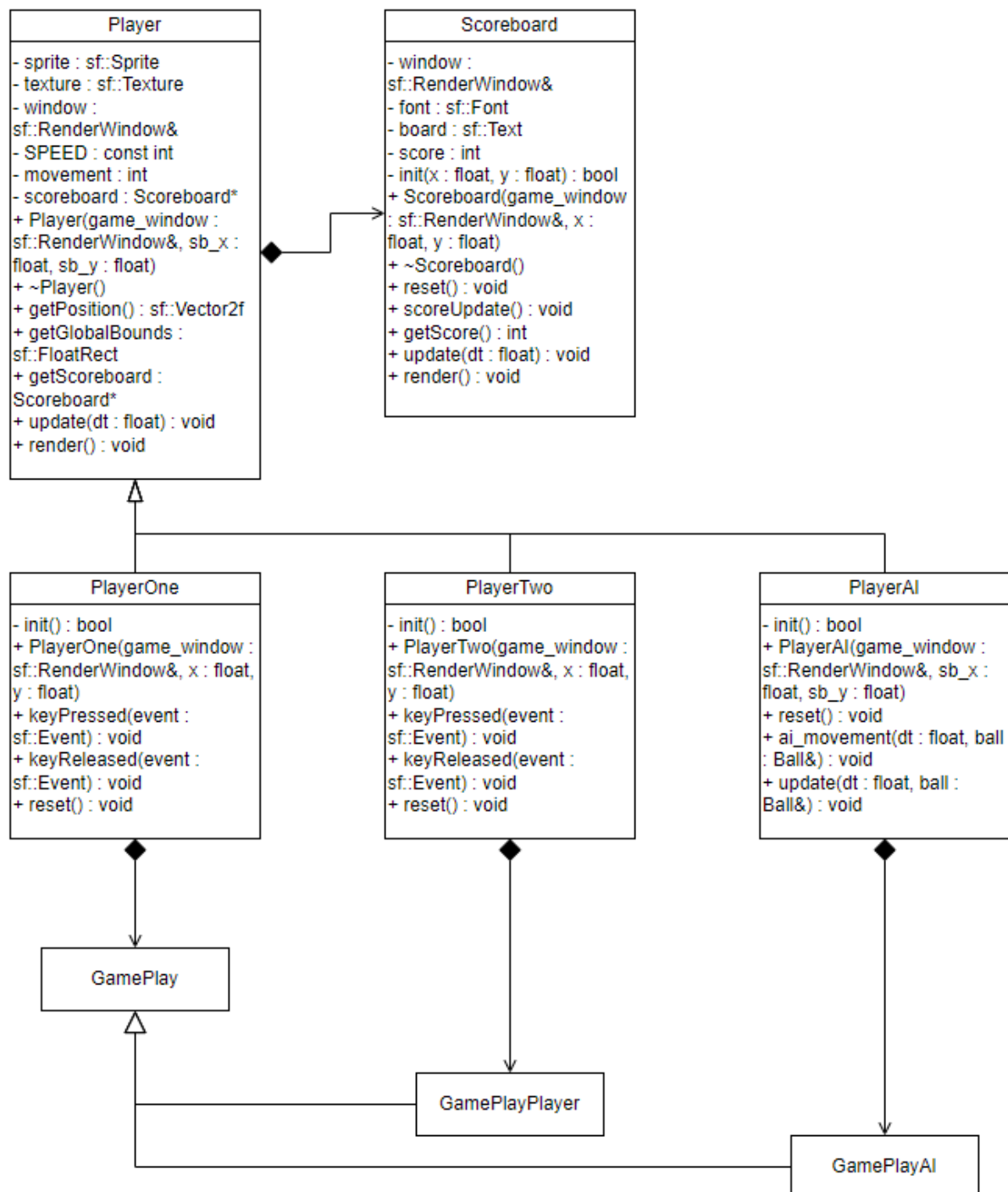
GAME_OVER

UML

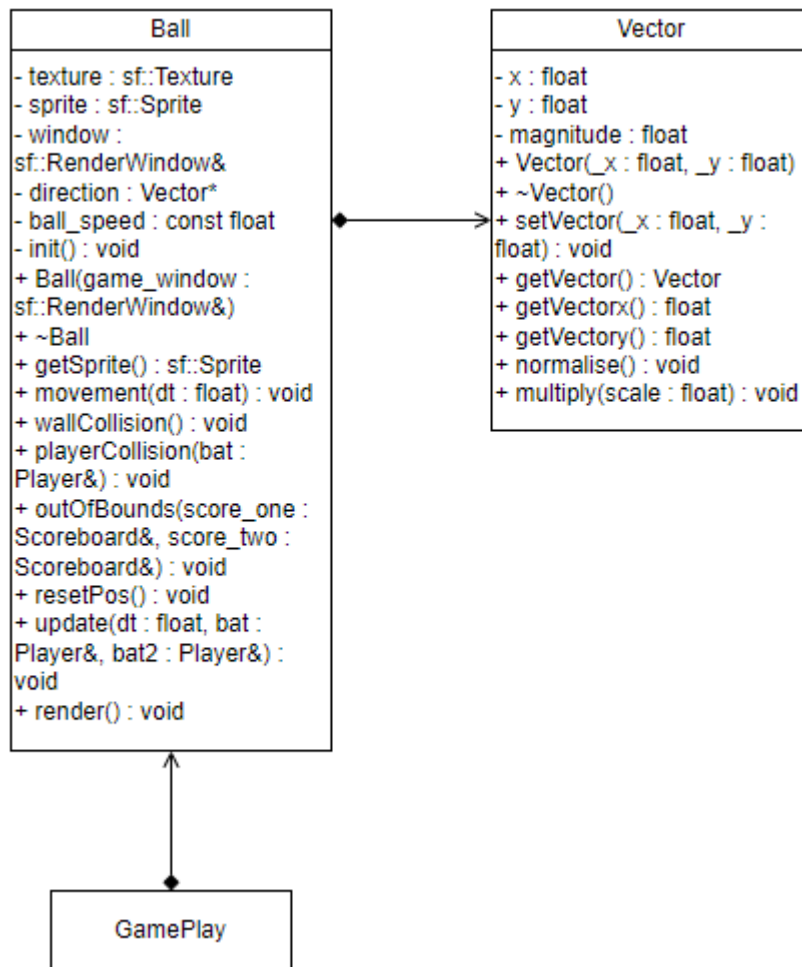
State Machine



Player



Ball



Flow charts

