**OOP Mini-Project Requirements**

**Project Title:** SimplePong Game

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**Year:** Software Development Year 2

**Project Aims:**

* To create a entirely functional “Pong Game” that implements a Thread, Keylisteners and graphics to create a real-time game.
* The Player must hit the ball with the paddle and score against opposing Player/AI paddle.
* The System must have ball and paddle Collisions for the ball to be able to bounce off the paddles, top and bottom of the screen
* When the ball hits either the left or right side of the screen it scores a value for the Player/AI
* If the Player/AI reaches 10 scored balls the game is won by the side which scored.
* There is a One-Player mode against an AI as well as a Two-Player mode for two players.