Pong Game – JAVA

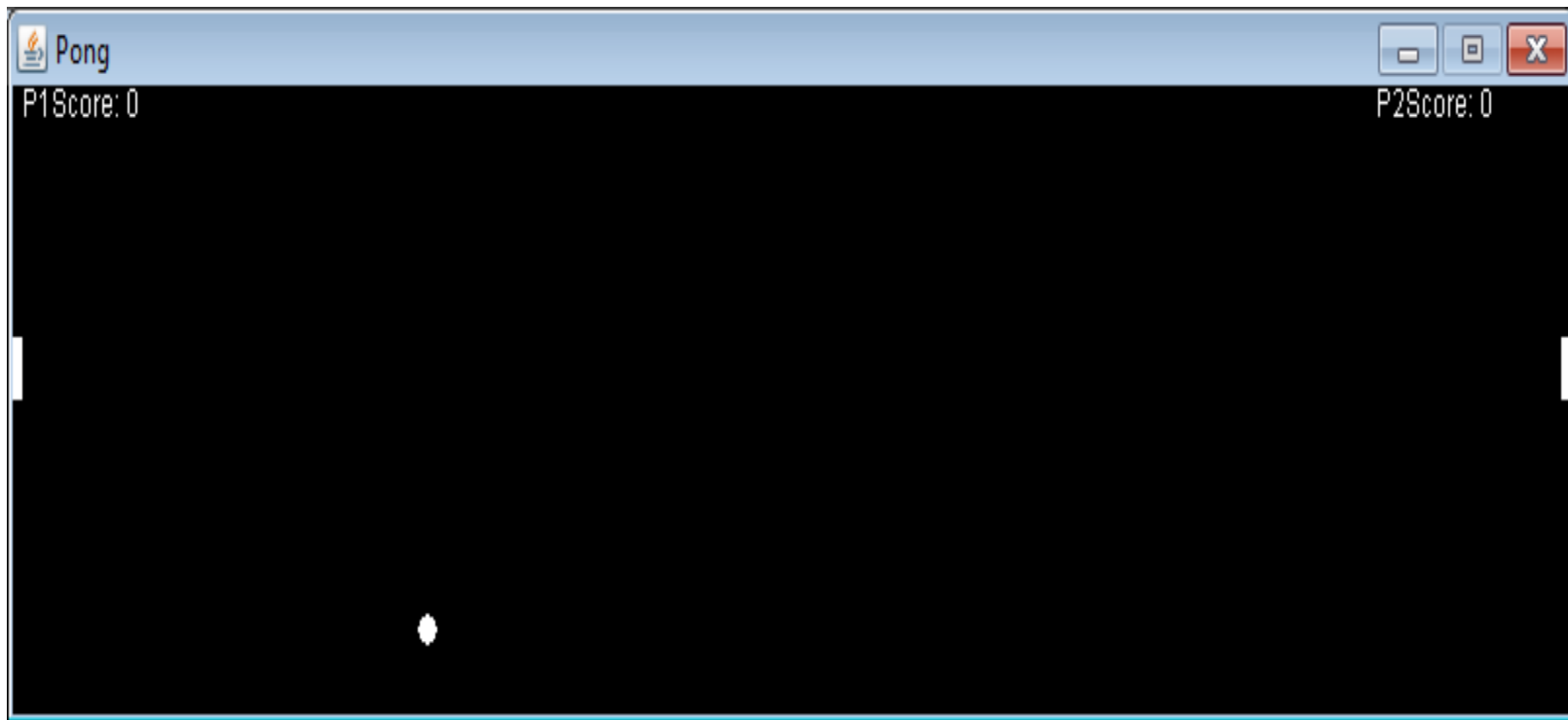Developed by: Meenal, Mehari, Sonal

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Introduction

- Jframe used
- Canvas – add key Listener
- UDPComm – Sender port, receiver port, host, data
- Collision Detection
- Ball starts from random location
- Score update
- Game over when player reaches score of 5

Communication

- Send user name, ball location (x&y) and paddle location (y2)
- Ball co-ordinates ->x,y
- Paddle A co-ordinates -> x1,y1
- Paddle B co-ordinates -> x2,y2
- Datagram Socket

Pong

Thank you!