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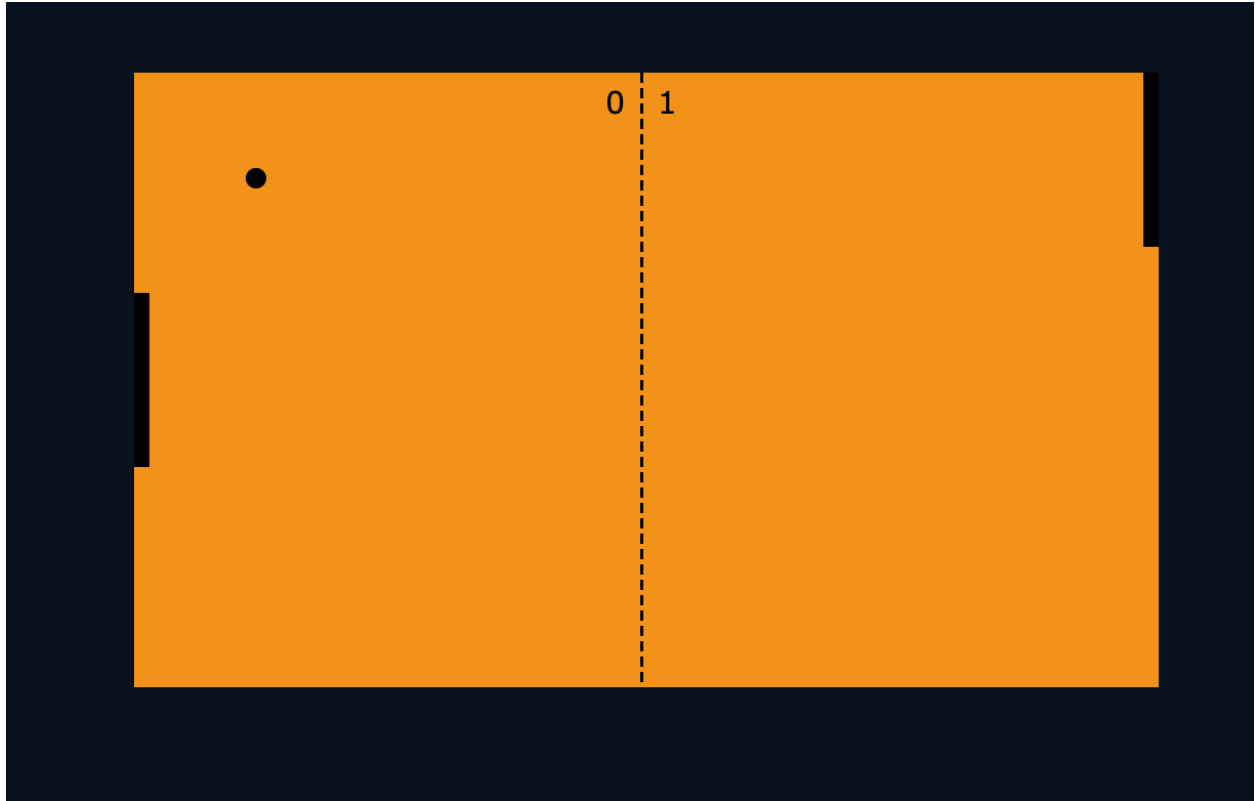Github: RobelKasahun   CSC317 Web Development

JavaScript Game Assignment

The game that I made is called Ping Pong. It is a game similar to table tennis that has two paddles and a ball. This game is not multiplayer, meaning only one person plays the game with small and nonsmart AI. The AI moves its paddle based on random y values thus it is challenging to beat the AI but it is doable. Users have to use the **up arrow key and down arrow key** to control the player paddle. And this is how the game works, if the computer hit the ball and touches the player's wall it counts as a computer's score and if the player hit the ball and touches the computer's wall, it counts as a player's score. The game will replay itself until it finds a player who scores 5 times, and it will announce who the winner is. For instance, if the computer scores 5 goals, it will announce that **"COMPUTER WON!!!"** and if the player scores 5, it will announce that **"PLAYER WON!!!"** I had a lot of fun building this game, and I learned a lot from building this game. Even though I had a lot of fun building this game, I had a couple of issues that held me back for a long time. The first issue was that the ball was not bouncing but after a lot of digging and researching, I found out that once the ball reaches a negative y value, the sign of the ball's y position should be changed to negative to make the ball move opposite direction. Also, when the ball reaches a position greater than the height of the canvas minus the radius of the ball, the ball's y position has to change its sign to make the ball change its direction. The second issue was making the computer play itself, meaning I did not know how to make the computer play itself and I tried updating the y position of the computer paddle with the y position of the ball, but the technique made the computer unbeatable, so to solve the problem I made random y position from 0 to 4 and it worked fine.

Ping Pong Game

START GAME