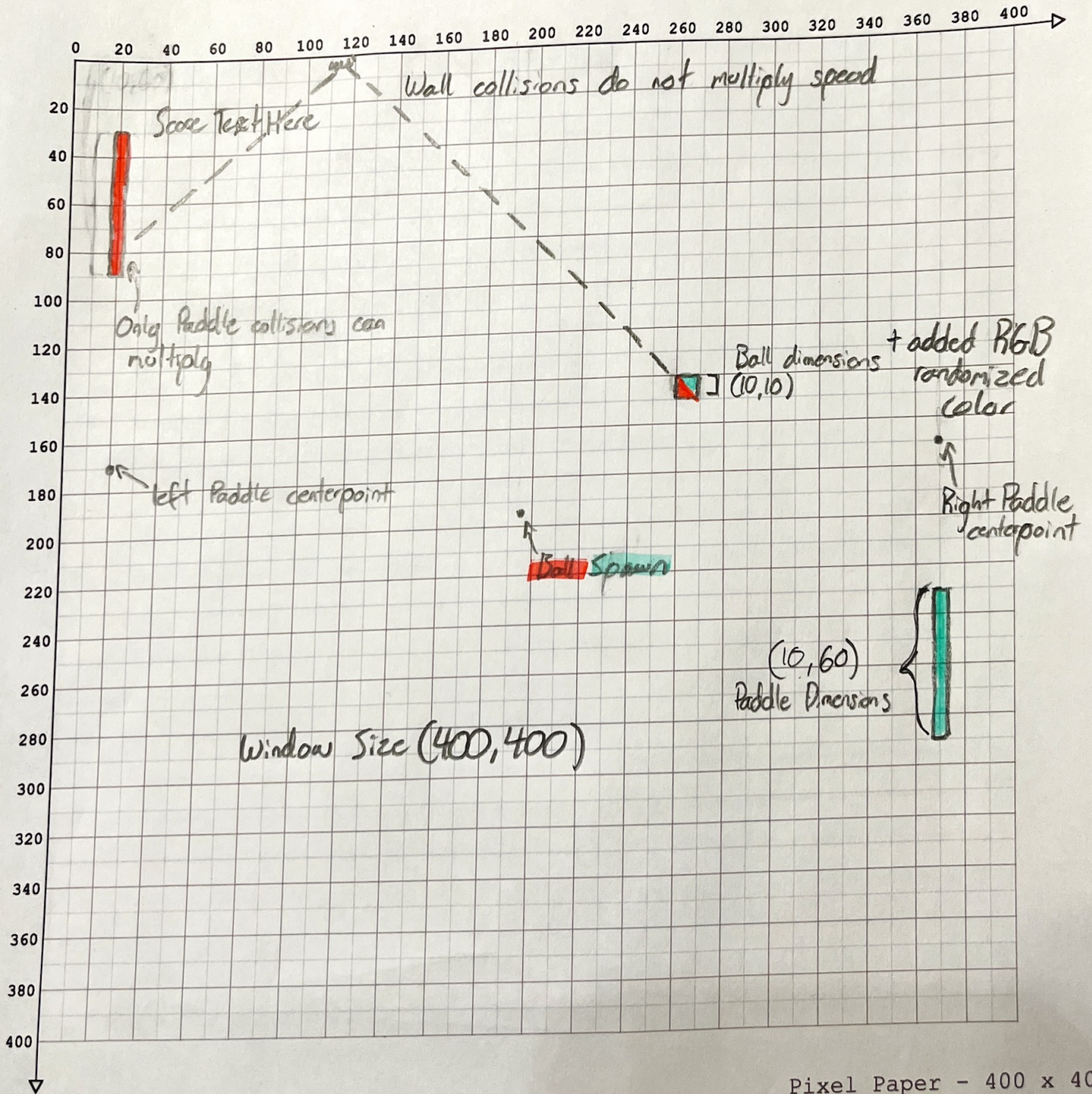


~~(Pong)~~

# RED vs BLUE (Pong)



Pong (for now)

Window.SetSize(400, 400)

Paddle dimensions:

Left Paddle (Red Team)

Right Paddle (Blue Team)

Position: (20, 170)

Position: (370, 170)

Size: 10 (width) 60 (height) Same Size

The paddle will be 20px from the edge to give enough space for a scoring "deadzone" as well as being vertically centered

new Paddle (new Vector2(20, windowHeight / 2 - 30) new Vector2(10, 60) Color.Red);

Blue Team (Right Paddle) AI implementation for single player so that the player isn't forced to play in a 2 player format or control both w/s  $\uparrow/\downarrow$  controls.

Added colours for both paddles as well as a randomized RGB colour for the ball to reduce the monotonous look of original Pong.

## Simple (Pong) Base Idea

Needed gameplay elements:

- Two paddles needed for both teams that move up and down the (Y) axis of the grid (only two player for now). Paddle Class
- A ball which utilizes collision to bounce from both the paddle as well as not bouncing out of the frame. (Issues) Ball Class
- Score counter to show how many points each side has, as well as a win condition to allow one side to win and the other to lose

### (Issues)

- Ball sinks into objects including paddles, if the ball goes too far up y direction needs to be reversed same with it going too far down.  
As soon as the ball overlaps the limits of a paddle or wall its velocity is reversed
- Paddle teleports to intercept ball which makes it impossible to beat AI player so it needs to track the ball at a fixed speed each frame, it should run smoothly enough to balance difficulty.