Ping Ball Game - Python Mini Project

Project Description

The Ping Ball Game is a simple two-player game developed using Python and Pygame. Players control paddles to bounce the ball back and forth, preventing it from crossing their side. The game highlights real-time collision detection, keyboard handling, and score tracking - an ideal project for beginners learning game development concepts.

Setup Instructions

1. Clone the Repository:

    git clone https://github.com/your-username/ping-pong-game.git

    cd ping-pong-game

2. Install Dependencies:

    pip install pygame

3. Run the Game:

    - **Using Jupyter:** jupyter notebook "Ping Pong Game.ipynb"

    - **Using Python script:** python ping_pong_game.py

Dependencies

- Python 3.x

- Pygame

- Standard libraries: sys, time

Key Features

Two-player Control:

- Player 1: W and S keys

- Player 2: UP and DOWN arrows

Ball Physics:

- Bounces off paddles and walls

- Reset when a player misses

Real-time Scoring

Smooth Animations

Future Enhancements

- Add sound effects

- Create difficulty levels (speed increase)

- Introduce a single-player AI mode

- Design start and game over screens

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