Pong

Pong is a game where there are two paddles (one on each side of the screen.) The paddles bounce a ball back and forth between each other until the ball goes behind a paddle and the opposing paddle scores a point. The purpose of the game is to score the maximum number of points before the opponent. Some challenges we will face could include collision detection, the pygame module, and the controls for the paddles. The reason we chose this project is because it’s a simple game and it can be very entertaining.

If we finish pong we’re planning on doing a slightly more complex game. For example we might do Tetris, snake, and piano tiles.