The game I played is called ‘Pong’ and I have not play it before. The game is quite simple, it is basically a 2D table tennis game. The player can control one of the paddle and there is a ball moving around the screen, if the opponent miss a ball then the player gain a point, who reach 10 points first becomes the winner. The player and can either play against a computer controlled paddle or an actual player.

One of the objects in the game the ball. An attribute of the paddle is can be move around by the player moving around the mouse and it can also catch the ball and make it bounce back. One of the internal relationships is that, the paddle can either miss or catch the ball, and missing a ball will cause the opponent gain one score, one of the environments of the game online playing.

In the game, if the paddle catches the ball, it will immediately bounce back, this is an immediate interactivity. In the game, if the player misses a ball, the opponent’s score will go up by 1, this is one of the information manipulations. The game is quite easy to play, because the player only needs to use the mouse in order to move around the paddle, this is one example of the automated complex system.

The designer is trying to create a challenging gameplay experience, the player needs to have certain skills and strategies to win the game. The game rules that if the player missed a ball, then the opponent gain one score, if the opponent has 10 score then the player lose. So the player need to have certain actions in order to win the game because the rules are there enforcing the player to do well.