

RETEX

Project - PONG

Specifications

- Producing the game « Pong »
- Adding obstacles
- Four player mode
- Menu

Deliverables

- Functional code
- PDF Report

Methods

Language : Processing
Cutting into functions,
classes
Flexible use

Acquired skills

- Processing's shapes
- Object concept
- Class concept
- Collisions between objects
- Interface creation

Project picture

