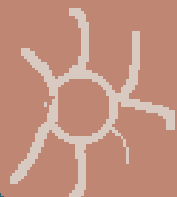
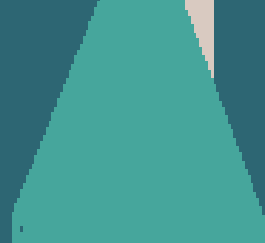
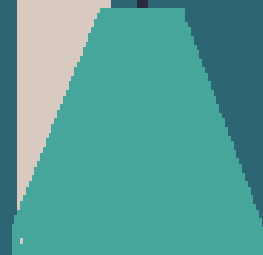


Pong

Team 7



(Color Scheme Distilled From Mood Board via Adobe Colors)



Distillation

(Distilled Colors, Shapes, Objects, Fonts, Patterns,
& Look and Feel from Mood Board)

PONG DISTILLATION

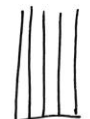
COLORS

^{Main}
#2A2B40; #2D6673; #46A6AC; #D9CAC1; ^{Accents}
#BF8773

SHAPES



diamonds



crossing
lines



rectangles



trapezoids



half
circles



Rock
Texture

OBJECTS



bowl style



shoes



plants



lamps



pillow

FONT

Brush Pen loopy

PATTERNS

* chevrons, lines, stripes, bricks

* Lots of plain blocks of color/pattern without graphics

LOOK/FEEL

• Early modern / professional
• Minimal

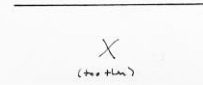
Thumbnails

(Took Distilled Info and made thumbnails for the start screen, win screens, and game screen)

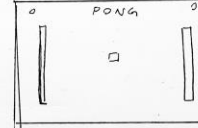
THUMBNAILS (PONG)

SCREEN = 835×593 (Aspect ratio = 8:5:3)
Thumbnail = 2.08×1.4 inches

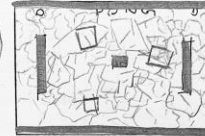
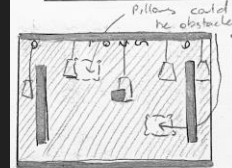
INITIAL



BASIC SCREEN



Spikes obviously not that long, just want to see where they'd be



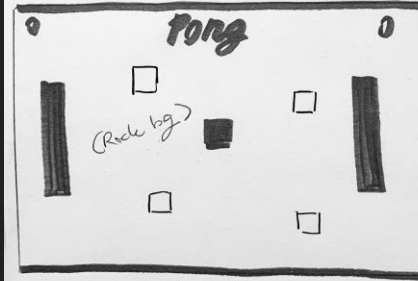
BORDER COLOR IN ONE OF HIGHLIGHTS OR IN MIDDLE COLOR

Lamps in bg, Pink color Cold highlights

Rode pattern BC black glacializer of solid color

Lamps are obstacles

Master (initial)

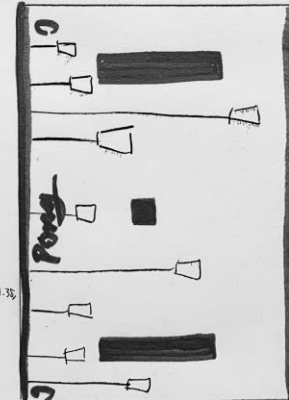


THINGS TO MAKE

- ☐ BC
- ☐ Paddles
- ☐ Ball
- ☐ Border
- ☐ OBSTACLES

Player 1 pos: -3.04, 4.38

ROTATE



Things To Make:

- ☐ BC
- ☐ border
- ☐ paddles
- ☐ ball



Final art



Final art

(Paddle, ball, buttons, and border all made to be like the rose gold from the original image)



Screenshot of the game

