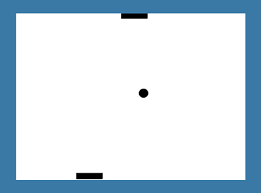
Ping - Compulsory Assignment #1



Put your own game image here!

**Handed-in by**

1. **Rip**
2. **Rap**
3. **Rup**

**Date: 16/9-2015**

# Table of Content

Table of Content 2

1. Introduction 2

2. Functionality 2

3. Internal design 2

4. Evaluation 2

# Introduction

*Here you present the project; what, where, who. Initial ambition and plan can be briefly described.*

Best holiday in the world is coming and that is why we have been working so hard on bringing Halloween themed pong knock-off. In our newly created game, you will experience how it is to be a bat that needs to defend moving bones. Our initial idea was to make pong copy where with player controller platform you can bounce the ball and increase the level/speed of the ball and try to beat the game.

// What is the game bout (goal)

# Functionality

// Basic game mechanics (core)

goal is to bounce the ball against the bone and reach highest score as possible before the speed of the ball increases and you will lose the game .

The functionality of the game must be described. You may refer to requirements in the assignment (1-7 mandatory and a) to g) optional).

# Internal design

Present one or more UML class diagrams for your game. Remember to comment your diagrams.

# Evaluation

Was it a good project? What did you learn? What to do better, to improve next time?