Information on Pong

Info on Game: In Pong, there are two paddles on the field with a ball. The player controls one paddle, and a computer controls the other. The goal of the game is to get the ball to go past the computers paddle to get a point. If the computer is able to get the ball past your paddle, the computer gains a point. The top and bottom walls are used to bounce the ball off of to help facilitate the process of getting points.

Why I chose this game: Pong is relatively simple, it has been done before, and everyone understands it. It seemed like the perfect complexity for a game as well; not so difficult that I couldn’t make significant progress in 3 weeks, yet not so easy that it would be finished in a couple of days of effort.

Flow Chart:

Ball Moves

Ball bounces at a 90-degree angle

off of the object

Hits a paddle

Hits a wall

Hits an object

Doesn’t hit an object

Didn’t pass either paddle

Moved passed computer paddle

Moved past player paddle

Back to beginning

Player scores a point

Computer scores a point