Process Work

First of all, Pong is a simple table tennis-style game that was first introduced in the 1970s. The game is played with two paddles, one controlled by each player, and a ball that bounces around the screen. Here's how the game can be deconstructed:

1. **Game Environment:**
    a. Screen: Pong is typically played on a rectangular screen that represents a virtual table tennis table.
    b. Boundaries: The top and bottom of the screen act as boundaries where the ball will bounce off.
2. **Players and Controls**:
    a. Paddles: Each player controls a paddle, usually a vertical line on the left and right sides of the screen.
    b. Controls: The players use keyboard keys or a controller to move their paddles up and down.(if (Input.GetKey(KeyCode.W) || Input.GetKey(KeyCode.UpArrow))

    {

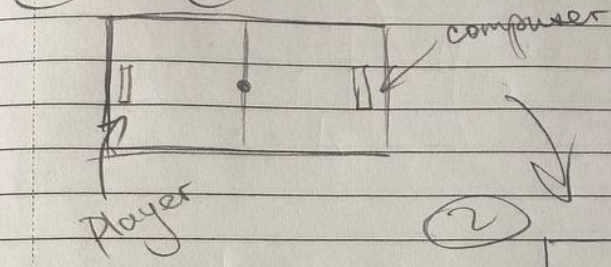
      _derection= Vector2.up;

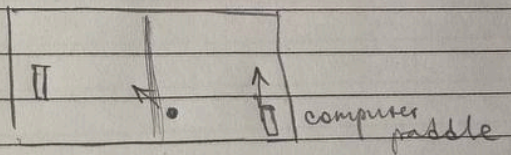
    }

)

3. **Ball:**
    a. Ball Movement: The ball starts in the center of the screen and moves at an angle.
    b. Collision: The ball bounces off the top and bottom boundaries of the screen and the paddles.
4. **Gameplay Mechanics:**
    a. Scoring: A player scores a point when the ball passes the opponent's paddle and reaches the edge of the screen.
    b. Winning: The game can have a score limit or time limit to determine the winner.
5. **Physics:**
    a. Ball Bounce: The ball changes direction upon hitting a paddle or boundary.
    b. Paddle Interaction: The angle at which the ball bounces off a paddle depends on where it hits the paddle.

Pong

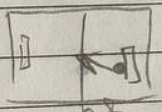




if ball moves, computer paddle moves too

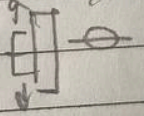
Lawyer

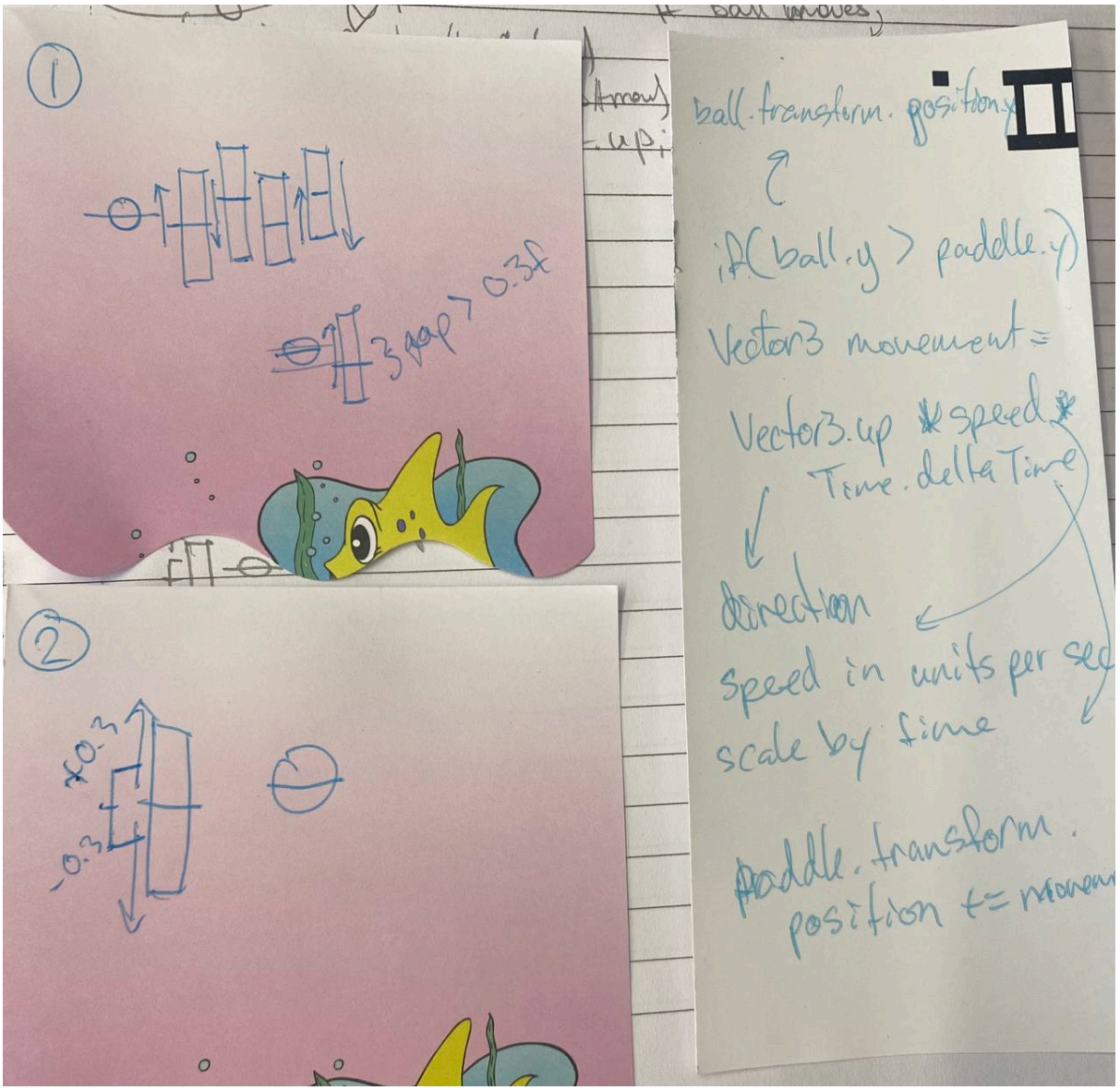
if input Get key(keyCode.W)
|| Input Get key(KeyCode.UpArrow)
direction = Vector2.up;



speed increase?

Raph advice




①
②
ball.transform.position
if(ball.y > paddle.y)
Vector3 movement =
Vector3.up * speed *
Time.deltaTime
direction
speed in units per sec
scale by time
paddle.transform.
position +=