1 User Documentation

1.1 Features Overview

VirPong provides a safe and fun pong game that combines the use of connections and communication between Wii Remotes, smart phones, and a local University of Puget Sound Server. This allows you to play pong against another human player using your phone and a Wii Remote as a controller.

1.2 Setting Up

Setting up VirPong game environment and account is simple and quick. It allows for the convenient set up of everything entirely from your phone through the use of our website.

- The product can be downloaded by directing your Android internet browser to WEBSITE and clicking on the Android APK download. An automatic prompt asking if you want to install the APK should pop up. Follow your phones instructions to complete installation of the application.

- Follow the instructions on the website to quickly and easily set up your own VirPong user account, information, and password. If you do not want to do this, you also have the choice of not logging in and using a guest account.

- Once your user account has been set up launch the application.

1.3 Functions of the Main Menu

1.3.1 User Settings

The first thing a user will probably want to do upon opening the application for the first time is opening the settings page. This will bring up a page that allows the user to put in their username and pin number that will save so they can stay logged in through multiple uses.

1.3.2 Select Input Method

After saving any settings, the user will want to select the input method and follow the correct steps to set up the input device.

- Wii Remote choose this under input options and run the plugin in order to use a Wii Remote as your controller. The plugin should pop up and allow you to connect to the Wii Remote. Once connection has been verified you are ready to play a game.

- Phone Accelerometer this option will allow you to use the phones accelerometer rather than the Wii Remote. This allows you to play if you dont have a Wii Remote.
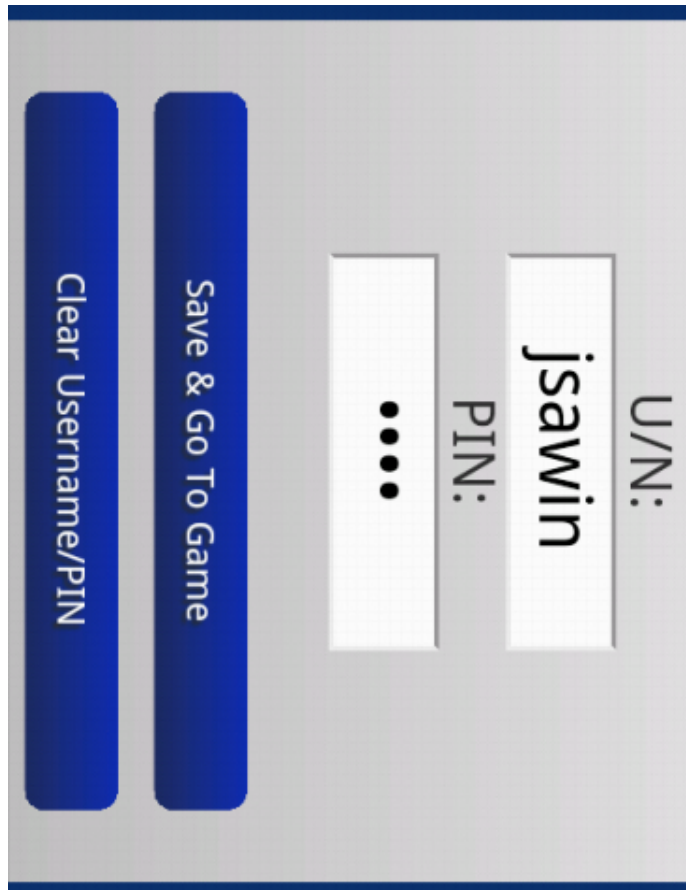
Figure 1: Home Screen Menu
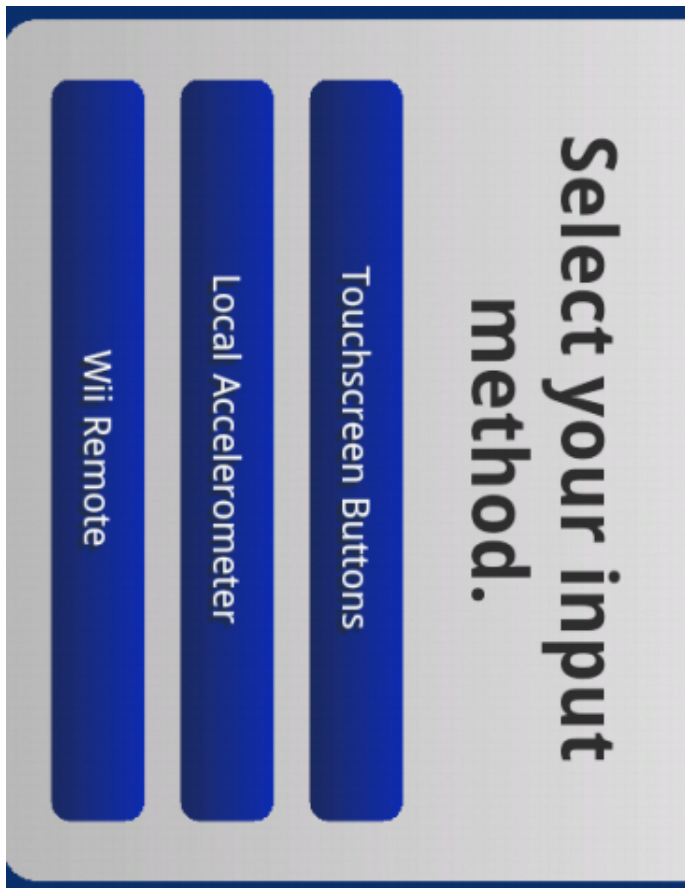
Figure 2: User Settings Menu
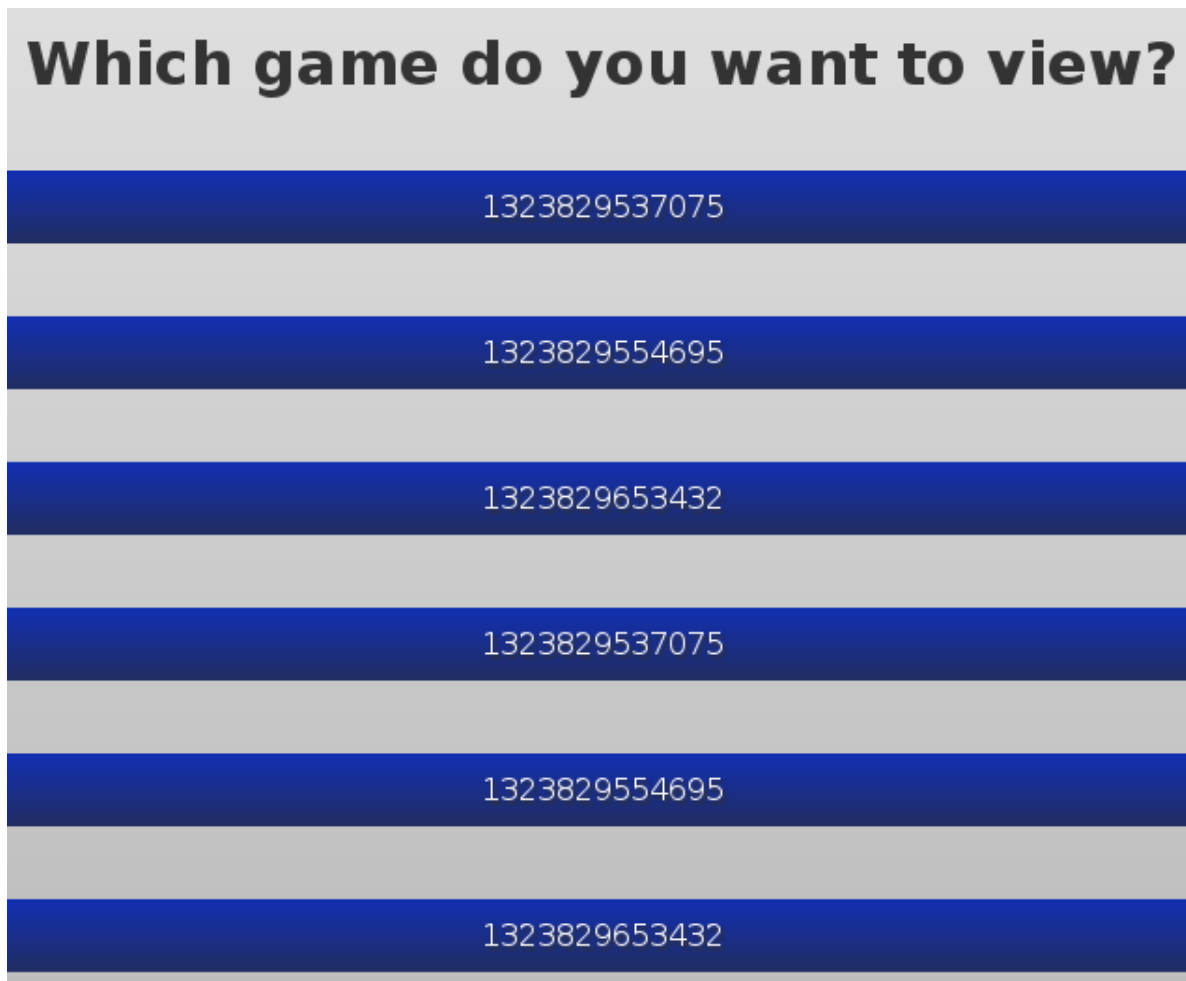
Figure 3: Input Selection Menu

Which game do you want to view?

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Figure 4: List of Joinable Games Menu

- Button Presses choosing this input method will allow you to play the game by using button presses on the screen to move your paddle.

1.3.3   Play Game

Upon selecting the Play Game on Internet option, the application will bring you to a page containing different game rooms.

- Choosing a game with one person already in it will allow you to join the game and start playing versus them.

- You can choose to create a new game, where you will have to wait until another player joins to start.

- Or you can join a game that already has two players and watch them play as an observer.

You can also choose to play offline against a simple bot program in order to test your skills when an opponent is no longer available.

Figure 5: Game in Action

1.3.4   Replay Game

After you have played a game or even if you havent and just want to watch a replay of a game, select the function to watch a replay. This will bring up a selection of previously played games to watch from.

1.4   Rules of Pong

Now for the fun, playing pong is extremely simple and fun. The rules are straight forward and any new player can pick them up easily. Here are the basics:

1.4.1   Major Components

There are 3 major components to any pong game. These are the ball, the paddles, and score area.

- Ball flies around the screen following basic game mechanics and doing basic collision detection. If this makes it into your score area, you lose a point.

- Score area this is everything between your paddle and the end of the screen.

- Paddle this is the only thing the user controls. The game will tell you which of the two is yours and use of your selected input method will cause it to move up and down on the screen.

1.4.2   How to Play

The basic concept of a pong game is to hit the ball with your paddle more than your opponent does. Try to send the ball flying into your opponents score area while still defending your score area from balls your opponent sends flying at you. The first to 10 points wins.