PING PONG!

Game design document

Obraz zawierający gwiazda, miejsce parkingowe/przestrzeń, konstelacja, Wszechświat

Opis wygenerowany automatycznie

This project is inspired by a very popular arcade game from 1972 - Pong by Atari. It is created solely for learning and portfolio purposes. I have no intention of profiting from this project or capitalizing on someone else's success

1. Game summary

PING PONG! is fast, arcade style game, where you can compete with your friend. Don’t let the ball get to your goal and you will be victorious.

1. Game outline

As one of the paddles prevent ball from getting to your goal and score to the opposite one. For each one you get a point and first one to get 10 points wins. Player can only move in 1 dimension – up and down.

1. Unique systems
   1. Pause – The player will be able to pause game and access the main menu, options or exit the game.
   2. Basic Options – The player can customize their experience by adjusting the game's resolution, enabling or disabling visual effects, modifying sound effects volume, and selecting from four preset colour schemes for VFX.
   3. Continue Last Game – When the player returns to the menu or exits the game, current score will be saved. The next time the player starts the game, they will be able to resume from where they left off.
   4. Dynamic Ball Speed – Ball speeds up after each bounce and is given random force when it hits the player’s paddle. This will add unpredictability and excitement to the gameplay.
2. In the future
   1. Obraz zawierający gwiazda, miejsce parkingowe/przestrzeń, konstelacja, Wszechświat

      Opis wygenerowany automatycznieBasic AI – The player can choose to play against computer instead of another player. The AI will have 2 modes with different behaviour. The first mode tracks the ball and positions itself based on the ball’s Y coordinates. The second mode predicts where the ball will be when it reaches the AI's goal.
   2. Customizable Winning Scores – Introduce a setting before the game starts where players can choose the winning score. Options will range from a quick game of 3 points to a longer game of 10 points, providing flexibility in game length.
   3. Best Of Series – Implementation of “Best of” series options (1, 3, or 5 games) to enhance competitive play.