**PROGRESS REPORT**

MICROGAME #1: Ping Pong

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1. Created new project Ping Pong
2. Create folders containing important assets (Scripts, prefabs, etc)
3. Create basic Ping Pong Game
   1. Design Level
      1. Create walls/borders
         1. Use Box Collider 2D
      2. Create players/paddles
         1. Use Box Collider 2D
         2. Use Rigidbody 2D
      3. Create ball
         1. Use Circle Collider 2D
         2. Use Rigidbody 2D
      4. Create goal
   2. Start
      1. Player 1 & Player 2 ready condition
      2. Choose amount of score to end game
      3. Timer option?
      4. Ball speed option?
      5. Pong or Ping Pong option?
   3. Paddles
      1. Movement
      2. Two Player Control
   4. Ball
      1. Movement
      2. Physics (Gravity or No?)
   5. Gameplay
   6. Score Tracking
      1. Max score condition
   7. End
      1. Game over screen
      2. Rematch option
      3. Restart option?
      4. Quit game option?
      5. Win tracker?
   8. **EXTRA**
      1. Colorful visuals, chill-music focused (inspired by TETRIS EFFECT)
         1. Soundtrack (likely can’t make own)
            1. Chill-step, Lo-Fi, calm electronica, etc…
         2. Music synced?
         3. Learn particle system
         4. Arching/Movement change based on music