

Assignment 2

Follow this tutorial or similar if you find online and design a **Ping Pong Game**.

1. The design of your board, user, user score, net, ball, and ai need to be different from the tutorial style.
2. Whenever ai or user get a point display a message saying, ai got a point/user got a point.
3. Stop the game whenever one of the player reach 20 points and display a message saying AI/user wins.
4. Upload your assignment two to our fast server (<http://tech.fast.sheridanc.on.ca/services/lamp>) and submit the link.
5. Create a public git repository and upload your file and submit the git project link as well.

Tutorial Link:

<https://www.codewithfaraz.com/content/124/how-to-create-a-ping-pong-game-with-html-css-and-javascript>

The other resources you might find useful are as follows:

1. https://www.w3schools.com/graphics/canvas_intro.asp
2. <https://www.youtube.com/watch?v=gm1QtePAYTM>
3. https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API