

Game Overview

The game is like Air Hockey. This means there will be two players using the same keyboard, controlling paddles that move around the screen. The Puck will start with a random x and y, and then go in that direction until it hits an object like a wall or makes it into the net, in which it will add a point, reset, and start again until a player gets 10 points.

Assets

Sprites

Puck

The Puck is a relatively simple mechanic to make for the game. I will use a Sprite that chooses a random x and a random y at the start of the game. By choosing a random x and y, it will make the game less predictable. When the Puck goes into a net, it will disappear. It will look like a Hockey Puck.

Net

The Net is just going to be a box of sorts to where when the Puck sprite collides with it, it will add a point to the scoring player's score. I will need two nets with relatively the same code. They will be off-screen and invisible.

Paddles

The paddles are the players, and they will only be allowed to move around while sliding. They will need to be smaller than the paddles in Pong, due to them needing to protect a smaller goal. The Paddles will be a part of a pack of air hockey images that I found by [Lovecraft](#)

UI/Background

Background

The Background will be a 2d hockey background I found.

Scorelbl

The Scorelbl will be in the center of the screen, set up like this(4:6), with the left player's scores being on the left and the right player's score being on the right

Milstones

1. My first step is to gather my assets, which I have, what I just need tweak them to better fit why I'm using them.
2. Set up my scene. This means putting my background into place and adding my score label.
3. Puck. I want to get the ball set up next because that is where most of the work is going to go into making the game functional.
4. Nets. Setting up the Nets should be simple, but I want to give myself plenty of time to get it done so I won't fail to complete it.
5. Paddles. The player elements should be the easiest to do because I just need to move them around and set their boundaries. I also need to add low friction as well, which shouldn't be difficult
6. Intro. The intro is my least prioritized part because the game doesn't require it to function

Multi State

There will be two states: the start screen, the actual game.

Credits

All images and sprites were created by [Lovecraft](#)