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Course: Javascript

Game Proposal

Overview

4Pong is a two-dimensional sports game that simulates table tennis, which consists of four players and one ball. The ball movement is a logic depending on the physics implemented in software. The more realistic are the physics, the more practical the movements will be in the game.
A sample screen from the game might look like this:
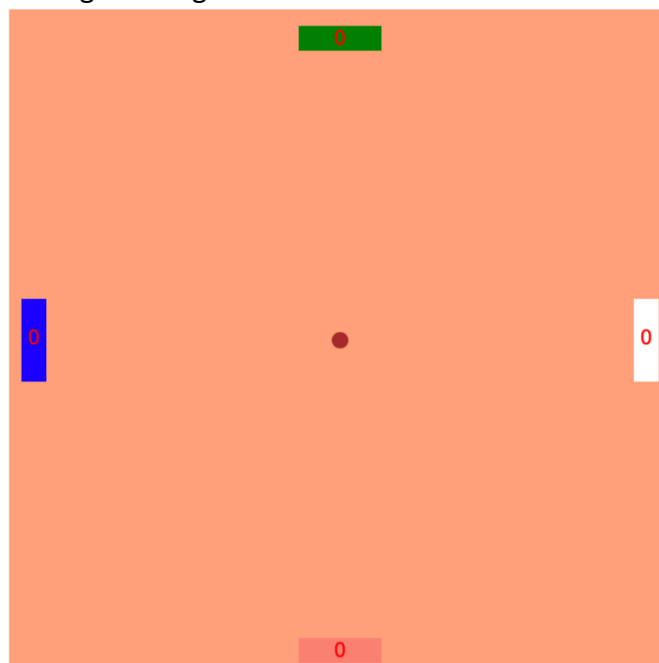
Gameplay

The player controls an in-game paddle (rectangular shape) by moving it vertically or horizontally across the screen. The ball generates towards a random angle from the center during the start of each cycle. Each player uses a paddle to hit the ball and make it go out of bounds to get a point. Final objective of the game is to score as many points as possible. The player who touched the ball last will get the point if it goes out of bounds.

Controls

Top paddle: R & T
Bottom paddle: V & B
Left paddle: A & Z
Right paddle: K & M

Basic Features

The basic features of the game include:
• The player's paddle, and the ability to control it
• The ability to hit the ball back
• The player's score should be displayed and go up when needed
• The game restarts when one of the player reaches eleven points

Unique Selling Point

• Each player has multiple special abilities (paddle freezing, shield, fire bullet), and each ability can be cast once during the game.