Project: Pong

Pong is the "Hello, World" of game development! We're going to make a simplified version.

There is an example of the project here: https://youtu.be/ruz-gbUgFxc

What are the requirements for the project?

The following are **required** to earn points for the project:

Paddles/Players (50%)
-   There needs to be a paddle on each side that can move independently of each other.
-   The ball needs to bounce off of the paddles.
-   The paddles should not be able to go off the top or bottom of the screen.
-   Both players can use the keyboard. For instance the W and S key and the Up and Down arrows.
-   You can use images or untextured polygons.

Bounces Off Walls (25%)
-   The ball needs to bounce off the top and bottom of the screen.

Game Over (25%)
-   The game should stop when someone wins or loses (the ball hits a wall on the left or right).

Any tips on how to get started or approach this project?

Keep in mind, you only need to check if the Ball hit the Paddles (not if the Paddles hit each other). To keep things simple, you can check the position (X and Y) of the ball for going out of bounds or other bouncing.

If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:
-   Have fun with it and have a theme. Instead of paddles/ball you can have other kinds of objects/images.
-   Keep score! When someone wins, you can show an image of text saying who won.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu
Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

https://github.com/tonystark/CS3113/P1/

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late**.

If there are any issues with uploading your project, you must **email me before the due date**.
While I check email regularly, **do not expect a response over the weekend or close to deadlines**.
Your code must compile. Code that does not compile will receive a grade of 0.
Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 3 days**.