Specifications

Display and move 2 rackets

Pause function

Collision management

Score management

Edit images and fonts

Game menu

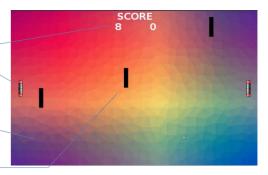
Exit the game with a button

Play mode with 4 balls

Implement obstacles

Code documentation

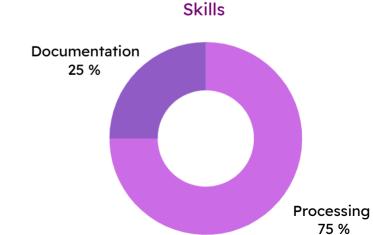
Final rendering



Pong project

Methodes and technologies





THÉRON Evan