

PING PONG GAME

Description

This is a ping pong game, it uses sockets, mainly it's divide in two programs, the first to the server and the second to the client.

Server

This program is responsible to manage the ball and the two rackets, this one does the calculations and choses who has the ball and the rackets.

Client

The another part of this game is the program to users, this is a simpler program, it's only responsible for connecting to the server and painting the elements that the server tells you, it also sends messages to the server to be able to move corresponding racket.

REQUIREMENTS

- Java 17
- Windows 11 o higher
- Mac --